MARCH 1995 • ISSUE 4 • $3.95

Films • Music • Games • Video CD • Kids

CDi

STING
FACE TO FACE
GOING UNDERGROUND IN LONDON

MOVIES GALORE!

- FORREST GUMP
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- STAR TREK I & IV
- ROCKY
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FLASHBACK

THE CLASSIC PLATFORM GAME DEBUTS ON CDi

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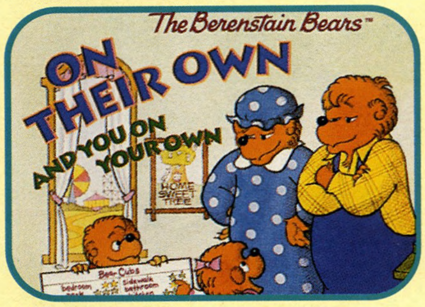
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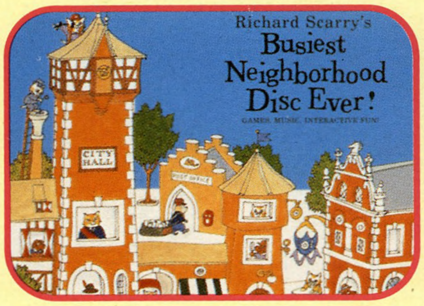
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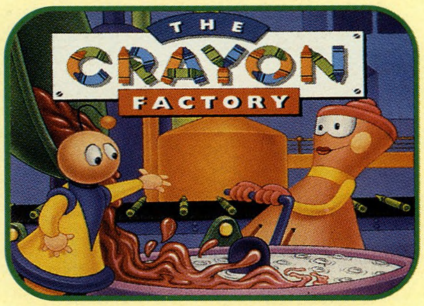
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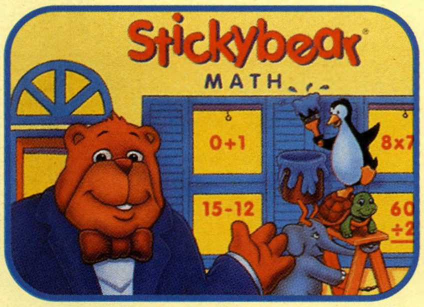
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MATH
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8x7
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60
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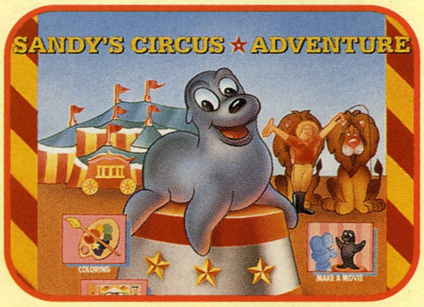
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CD-i CD FOR YOUR TV

PHILIPS

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inside all the latest news, reviews and scoops for CD INTERACTIVE

4 Scoop: Kingdom, a new Digital Video strategy game. Thumbelina goes interactive. Virgin buys ESP. GoldStar unveils CDi plans. Horror specials from CD Vision. On/Q wins awards. Forthcoming releases

Join "Terry" Hulk Hogan and Chris Lemmon in Thunder in Paradise interactive! See pages 12-15

The battle is on to develop the next generation of high density compact discs that will hold an entire film (or two) on a single disc.

At the moment, it looks as if the Toshiba/Time Warner proposal for a double sided disc may win the day. But if you think the whole issue is cut and dried, it isn't. For a start, no new standard has been set yet. These are only proposals under discussion. I have seen a demonstration of the Philips and Sony high density disc, but nothing from Toshiba or Time Warner. Even if a new standard is agreed in the next few months, there is still no hardware available that will play the new discs. Some manufacturers say they will have a HDCD player out in 1996, but how much will it cost? Industry pundits reckon they will be hard pushed to meet a price of less than $1,000. That is hardly viable in the mass market.

Sony and Philips say they understand the need for a single worldwide standard. The last thing we need is another VHS/Betamax format war. If all the electronics companies can work together for a new, single standard, that has to be good news. More importantly, any new standard must be backwards compatible with MPEG 1 Video CD.

Andy Clough,
Editor

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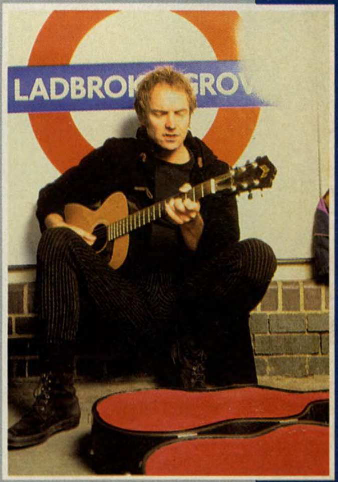

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Help Dirk the Daring rescue Daphne in Dragon's Lair 1

COVER

Cover designed by Ursula Morgan. Illustration taken from Flashback. Creation and Development: Delphine Software International. Copyright: US Gold.

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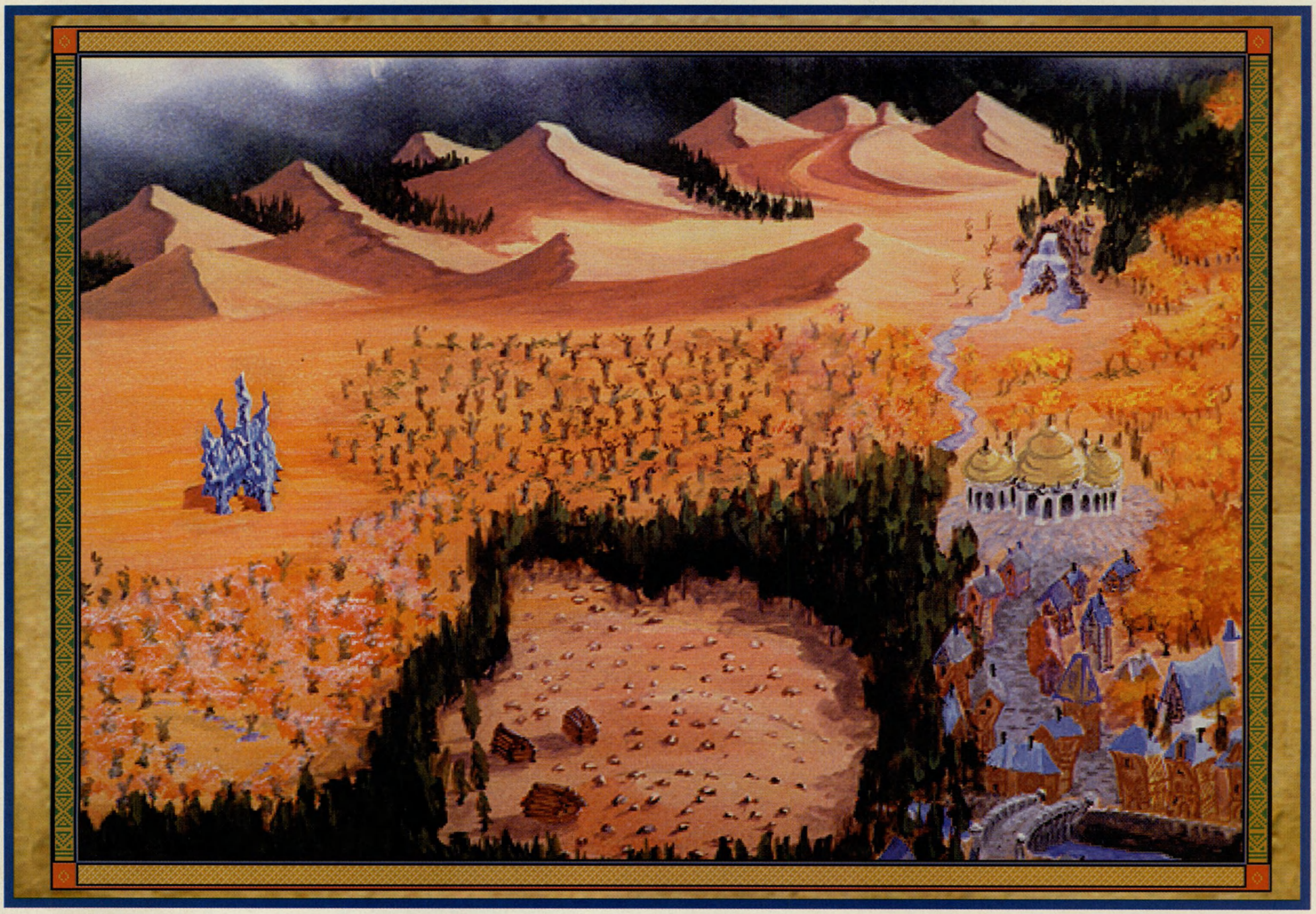
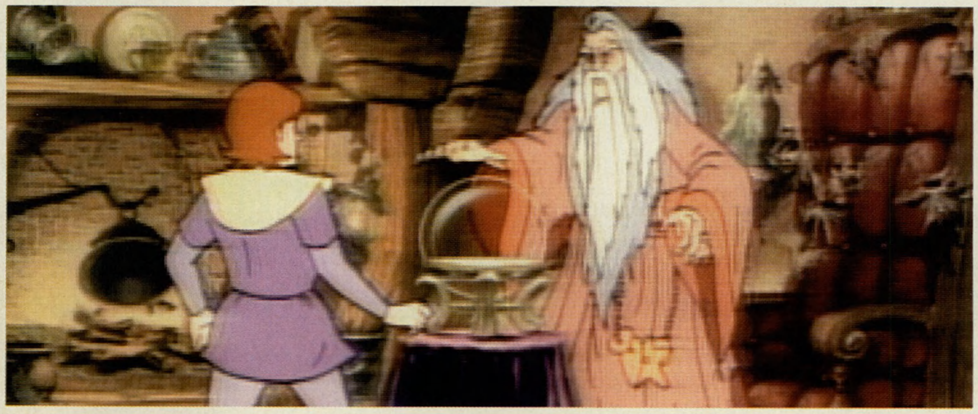
CAPDISC UNVEILS A NEW KINGDOM

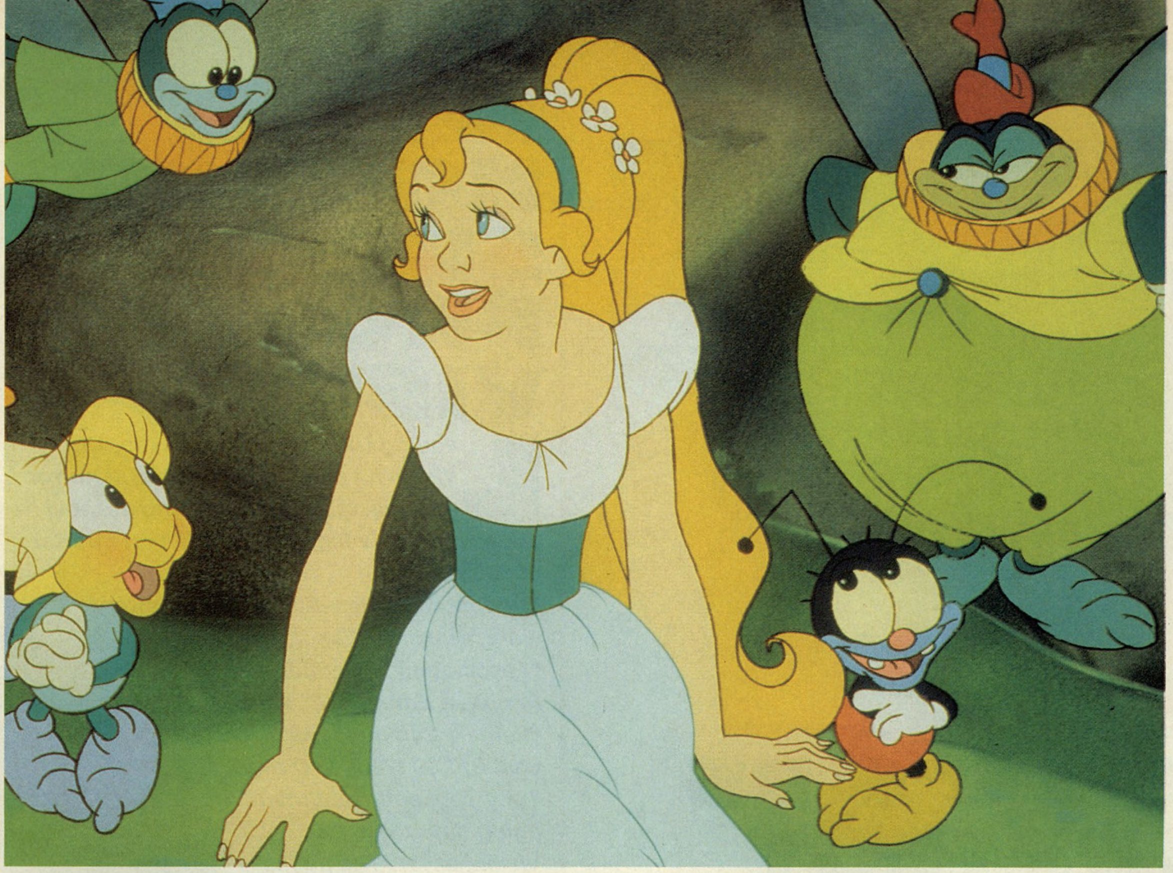


CapDisc, the company which developed "Mad Dog McCree" for CDi, is developing a Digital Video strategy game called "Kingdom: The Far Reaches".

In it, the ancient order of Argent Kings has fallen, defeated by the dark forces of black magic and tyranny. All hope rests in the recovery of five magical relics which have been scattered across the kingdoms by the benevolent wizard Mobus. Join Lathan, last of the Argent bloodline, as he strives to regain these relics to defeat the evil forces and restore the rightful ruler, Princess Grace Delight, to the throne. The game is divided into two parts. In part one, you have to discover three ancient relics in order to find the princess. In part two, you must find two more relics to defeat the evil war lord. The game contains 30 minutes of animation and you can wander anywhere in the kingdom, interacting with the various characters you meet and picking up clues along the way. "Kingdom" is due for release in April.



CapDisc is also working on the conversion of a second shoot-'em-up title from American Laser Games to the CDi format. "Who Shot Johnny Rock?" is an arcade game which features gangsters rather than the cowboys in "Mad Dog McCree". It is due for release later this year.



THUMBELINA GAME FOR CDi

British software company Spice Multimedia is to release a CDi edutainment title based on the feature film of Hans Christian Andersen's classic fairy tale, "Thumbelina".

Spice has already released "Thumbelina" interactive for the PC in the US through Time Warner and expects to release an Apple Macintosh version later this year.

Animation on the film is by Don Bluth, the man behind "Space Ace" and "Dragon's Lair". Spice has had access to all the animation cells, backgrounds, dialogue and music used in the film as a basis for its interactive title for children.

The disc will retell the story of the film while providing opportunities for children to interact with the characters by colouring, reading, singing along and counting.

"Don Bluth's animation studio in Dublin is recognised as one of the finest in the world, and we are delighted to be working with such a distinguished partner," says a spokeswoman for Spice.

VIRGIN BUYS ESP

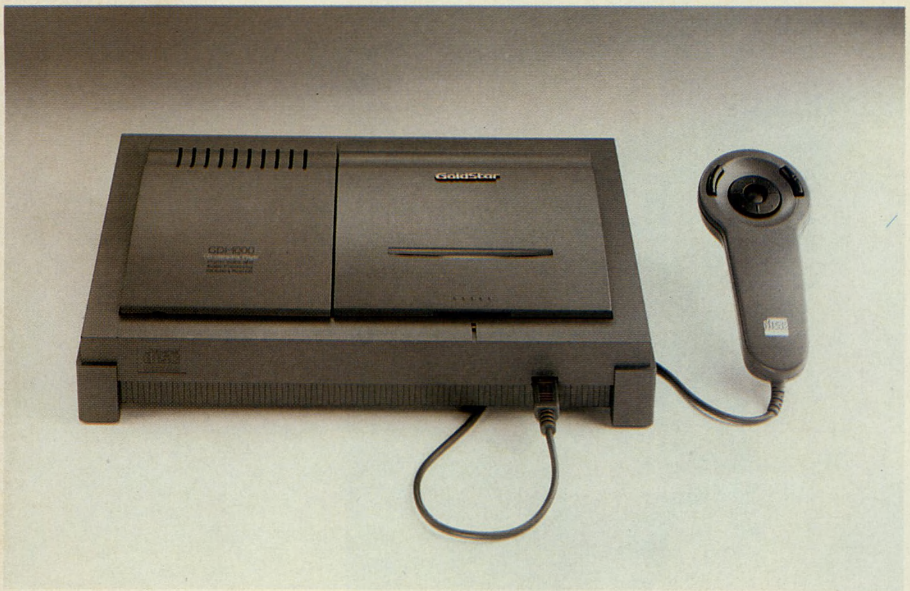
Electronic Sound and Pictures, the software company which developed *A Child Is Born* on CDi, has been bought by Virgin Interactive Entertainment.

ESP, which also has close links with the music industry, was snapped up by Virgin when ESP's sister company, Next Technology, went bust. "VIE has acquired Electronic Sound and Pictures and the assets of Next Technology," says ESP director Graham Brown-Martin. "Unfortunately, Next Technology ran out of money and the other shareholders weren't very supportive." The main shareholders in Next Technology were Brown-Martin, Philips (through PolyGram) and British communications company Carlton.

Fifteen of ESP's 20 staff have moved from the company's former base in Cambridge, England to Virgin Interactive's HQ in London.

"Our focus will be music and non-fiction entertainment," says Brown-Martin. ESP has worked with a number of bands to develop interactive music titles. These include U2, The Shamen, The Grid and Nine Inch Nails. As yet, none of these have been released. "We have dropped out of the U2 project, but we hope the Nine Inch Nails and The Shamen discs will come out on CDi and PC CD-ROM this year. We have also completed One World and One Tribe on PC and Macintosh CD-ROM for Virgin Sound & Vision," says Brown-Martin.

Although ESP will remain an autonomous unit within VIE, Brown-Martin says the company will receive "formidable" financial backing from Virgin.



GOLDSTAR'S US CDi STRATEGY

Korean electronics giant GoldStar has finalised its plans for launching a range of CDi players in the US.

The transportable CDi player based on the Magnavox 450 is to be sold as the GDI-1000, not the GDI-750 as previously thought. The suggested list price is $299 for the basic player and $499 for the version fitted with the Digital Video cartridge.

The GPI-1200 portable model will be launched in July at a list price between $1,700 and $1,800. Neither model will be available at retail; both are only obtainable directly from GoldStar or through the company's network of so-called "value consultants".

The larger GDI-11 CDi player, shown in the February issue of CDi Magazine, will not be sold in the US.

Edmund Mullen, CDi sales and marketing director for L G Electronics USA (formerly GoldStar USA), says: "We are extremely encouraged by the success we've seen with CDi in the professional arena, particularly focused on educational opportunities, and we are now exploring the potential for CDi in the consumer retail market with this focus."

Although, LGUS intends initially to concentrate on the education market for CDi, it is also keeping an open mind on other market areas.

"Of course, CDi is also quite successful as a consumer game machine and movie player," adds Mullen. "We are looking at this rather competitive market as the next expansion of our CDi efforts. But we also believe that the education and edutainment titles offer the home user an added incentive to purchase."

The GDI-1000 player measures 12" x 6.3" x 2.5" and weighs just 2.6 pounds (3.1 pounds with DV cartridge). It operates on 110VAC and includes NTSC video out (phono), stereo audio out (phono x2) and I/O port (mini-DIN) sockets. The DV cartridge is available separately. For further information, call GoldStar on 201 816 2000.

HORROR SPECIALS FROM CD VISION

Leading UK Video CD publisher CD Vision has teamed up with cult horror specialists Redemption and Jezebel to release ten new film titles in the first quarter of 1995.

The first five titles released in February were "Haxan", "Flavia The Heretic", "Fascination", "Tender and Perverse Emanuelle" and "Female Vampire". All discs cost £17.99 ($28) in the UK.

Tony Taglienti, joint managing director of CD Vision, says: "The publishing deal with Redemption is further evidence of our continuing commitment to Video CD as a format and our policies of third party production and distribution."

CD Vision has also launched two previously unseen episodes of the classic TV series "Twilight Zone" on Video CD. They are the last two parts of the legendary anthology written by Rod Serling.

The first episode, called "The Theatre", features a young woman who goes to the cinema alone to relax. When the film begins she sees a terrifying vision of herself on the screen in a nightmarish re-enactment of her day. As she leaves the cinema, she hypnotically follows

HIS GIRL FRIDA
CARY GRAN

the plot of the film she has just seen, but narrowly manages to avoid impending death.

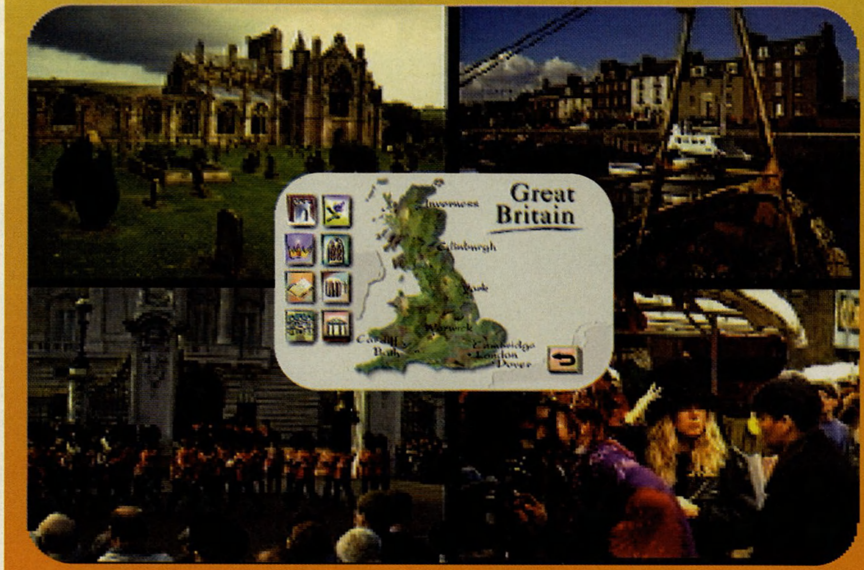
The second epsiode, called "Where Are The Dead?", is about a brilliant surgeon who discovers a strange headwound on a patient who recently died. The scar on his head indicates an old, untreated skull fracture that should have meant certain death.

The surgeon's curiosity overwhelms him and he starts to investigate why the man had lived longer than his time.

For further information, call CD Vision on 011 44 171 240 7764.

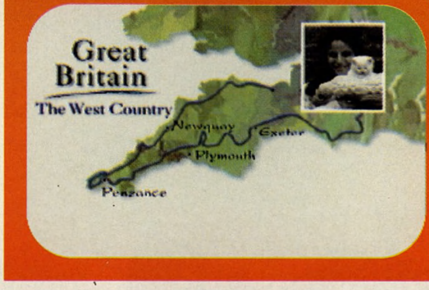
Top and bottom: scenes from "The Theatre". Middle: a man with a fractured skull sparks off a voyage into the Twilight Zone in "Where Are The Dead?"

On/Q WINS INNOVATION AWARDS



On/Q Corporation of Montreal, Canada has won three software innovation awards from the Electronics Industries Association. The awards were for three CDi titles published under On/Q's World of Wonders label: Destination Great Britain, Wales; Destination Great Britain: Central and Northern England; and Charting A New World: Maps of Discovery.

The company has just released the latest title in the World of Wonders series, called Discover Sport Fishing — an interactive magazine for anglers produced in conjunction with Fish 'n Canada. The disc enables you to access information on fish species, fishing equipment, places to stay and fish recipes with video demonstrations.



For further information, call On/Q on 514 393 3500/fax 514 393 3222.

FORTHCOMING RELEASES

MARCH

Video CD

- *Xplora 1*
- *Chitty Chitty Bang Bang*
- *Clear and Present Danger*
- *For Your Eyes Only*
- *Married to the Mob*
- *Octopussy*
- *Quigley Down Under*
- *Rocky*
- *Star Trek IV: The Voyage Home*

Games

- *Lemmings*

Family Entertainment

- *Merlin's Apprentice*

APRIL

Video CD

- *Andre*
- *Annie Hall*
- *Benny & Joon*
- *Diamonds Are Forever*
- *Forrest Gump*
- *Four Weddings and A Funeral*
- *Mississippi Burning*
- *Monty Python: More Naughty Bits*
- *Monty Python: Live Without*
- *Star Trek 1: The Motion Picture*
- *Sting: Ten Summoner's Tales*

Family Entertainment

- *Kingdom (DV)*
- *Muzzy (DV)*

FLASHBACK

Sound the fanfare! Blow the trumpets! Mortgage your house to buy some Haagen Dazs! Flashback finally arrives on CDi. ANDY STOUT is jolly excited

Owners of CD-based game systems have got used to successful cartridge titles being transferred to CD. Developers trot down to the Platform Makers HQ, pick up a development kit and one of the first things they do is cram their library of cartridge-based games onto shiny discs. Simply put, it is low risk. Got a game that's a proven seller? Bung it out on CD. As game development costs spiral into telephone number figures, porting existing titles is a convenient way of keeping those releases flowing.

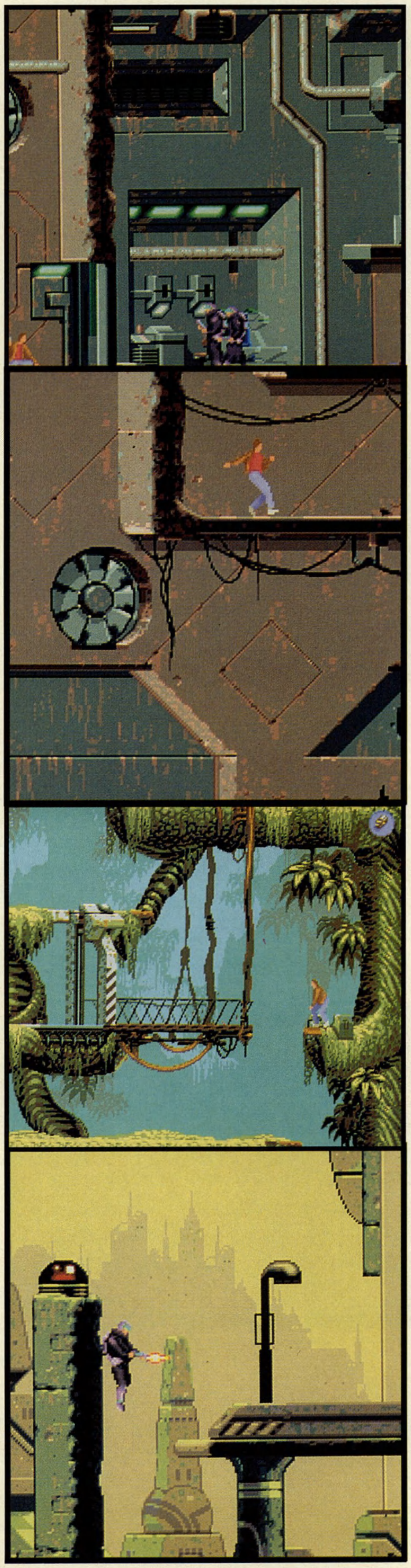
Flashback is just such a title. It's a game that has been knocking about on the retailers' shelves long enough for people to start calling it vulnerable. But there is one important difference: Flashback has true class. And on CDi, it has been noticeably improved over the cartridge original.

What you have with Flashback is the platform game genre taken to its logical conclusion. It is a huge, sprawling game that sucks you in and dominates your life until you finally reach the conclusion. And any product that forces you to eat pizzas for a fortnight, ignore your loved ones, start smelling and suffer sleep-deprivation has got to be worth anyone's money.

So what is it that makes this game so brilliant? Well, size for one (and believe me, it *does* count). Not only has Flashback got length, it's got rather a lot of width as well. The levels are simply massive with some, like the enormous second level, having to be subdivided into a handful of different tasks to reach a more manageable size.

That alone is impressive, but when you add it to a constantly evolving plot, it gets even better.

To say too much about that would spoil an awful lot of what happens. To cram it into a nutshell, though, you are Conrad Hart and you wake up on an alien planet with a severe lack of memory. This means one of two things: either you were on one hell of a drinking spree last night; or someone's wiped your memory, kidnapped you and dumped you in the middle of nowhere because you know too much about something.



Here is a clue: alien fiends don't normally start trying to kill you with admirable persistence just because you had too many Jack Daniels. They have guns, they do not have Alka Seltzer.

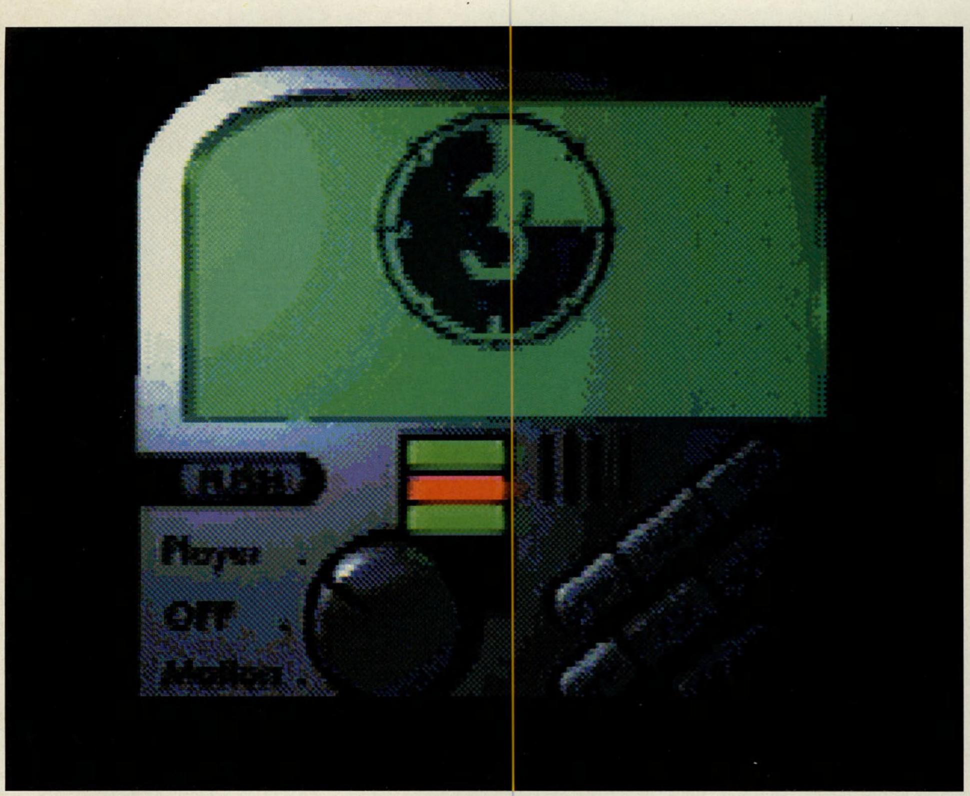
Surviving all this skulduggery is difficult enough. Add the puzzles into the equation and the whole game starts to get really tricky. The puzzles are along the lines of Switch A operates lift B, but to activate Switch A you need Stone C or otherwise Lethal Killer Zap-O-Ray D is going to fry your innards. It is then that you realise you should have picked up Stone C in the level beforehand and you are now in situation E. Dead.

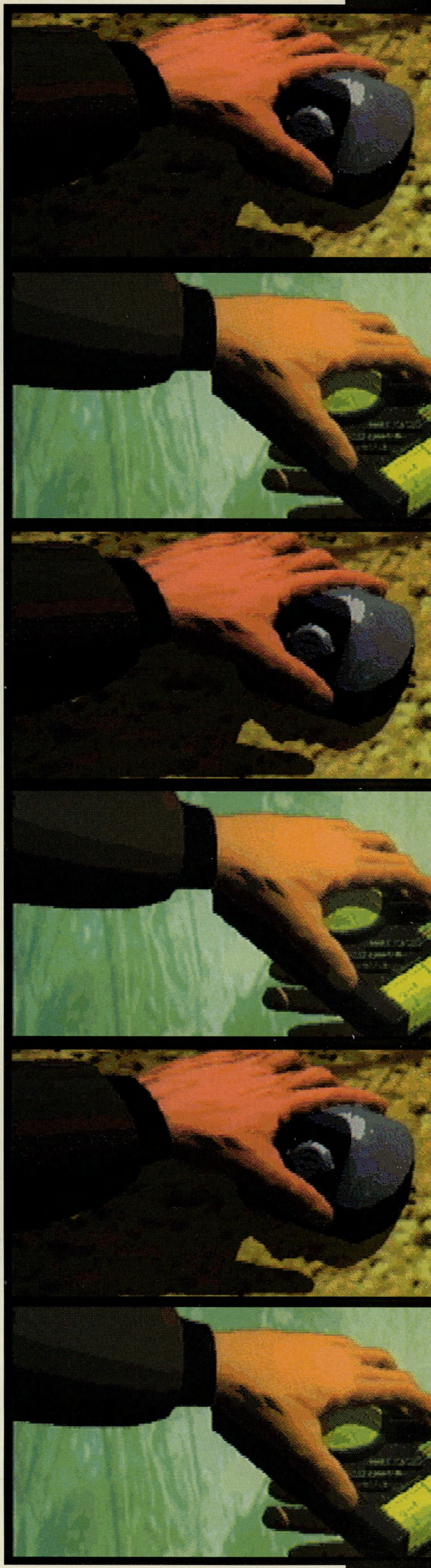
Then there are the graphics. The word sumptuous springs to mind, especially when it comes down to the animation of the main character. Conrad is ridiculously fluid in his movements: jumping, running, rolling, shooting and, yes, even falling to a nasty, messy death with grace and style. This is all rather impressive.

And so to the most important question. How does the CDi version compare with other formats? This is the game's first outing on CD. The actual gameplay hasn't altered, but everything around it seems better.

First off is the sound. For a start there is more of it; the CDi version boasts speech in certain sections of the disc and the aural effects are very impressive. I, for one, certainly don't remember the gun shots in the Sega Mega Drive version causing the cat

▶





to leg it up the neighbour's roof and having to be coaxed down with a kipper waved out of the bathroom window. The colour seems richer too. OK, so I dusted the TV for once, but the graphics are gorgeous (*I think you've been smoking too many illegal substances — ed*).

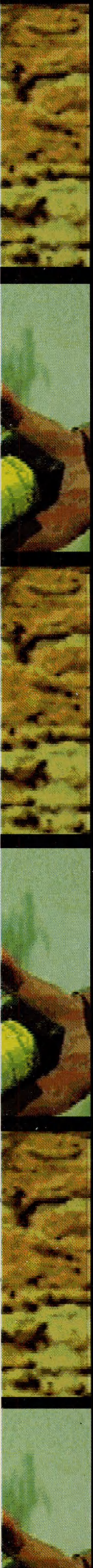
The biggest difference, though, is in the cutaways, the animated sequences that pepper the main action of the game. These are stunning. Rendered limbs now move where simply blocks of pixels did before and, when you add that to all the rest that Flashback's got going for it, it makes it a thoroughly sensible purchase. So if you want to say goodbye to the next few weeks of your life, close the curtains, switch on the answerphone, dim the lights and start playing. Don't blame us if you lose all your friends!

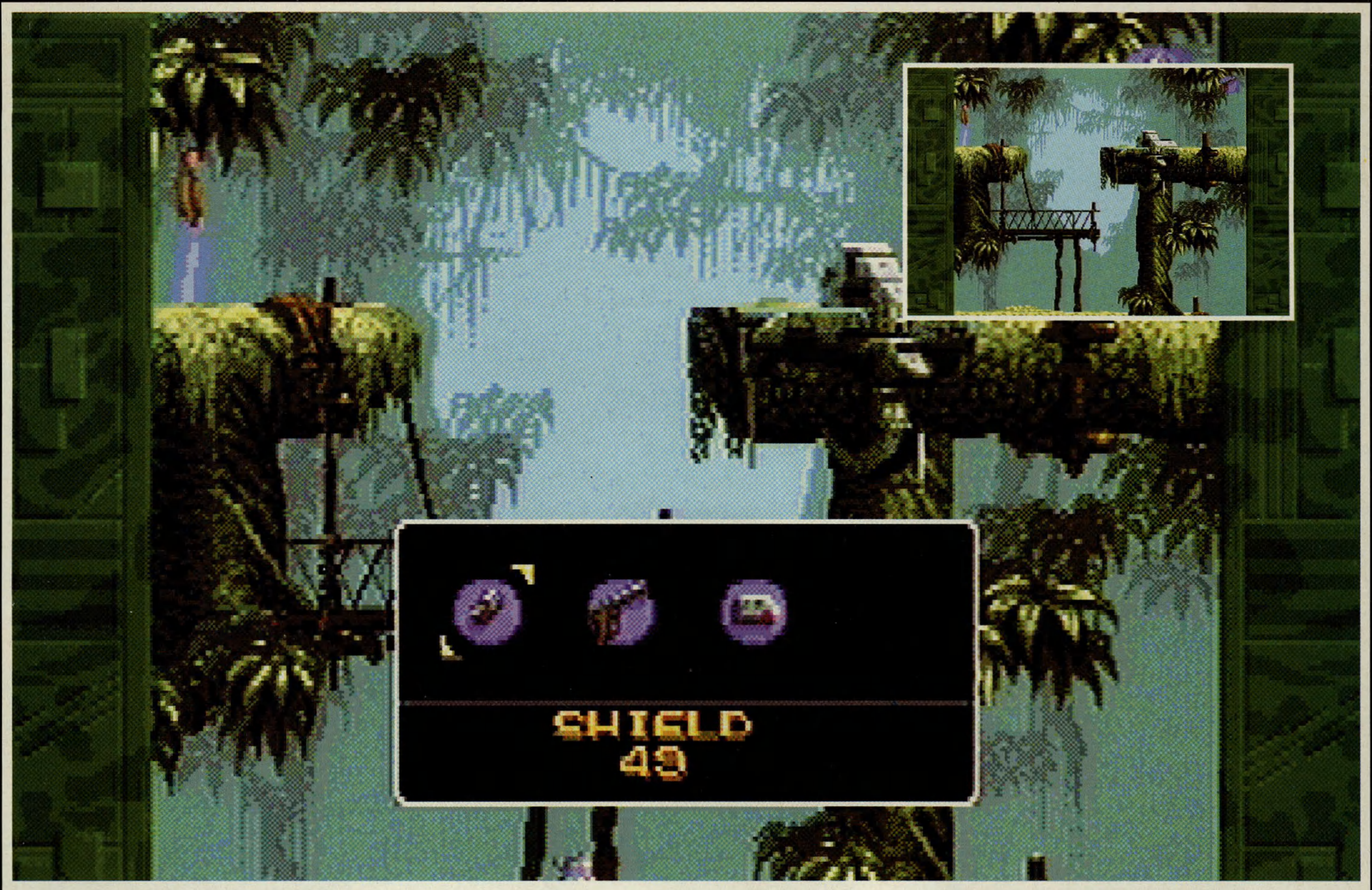
Produced by US Gold/Delphine

RATINGS

Graphics: 93%
Sound: 88%
Interactivity: 89%
Overall: 92%

Cost: $TBA
Out: May 1995




SHIELD
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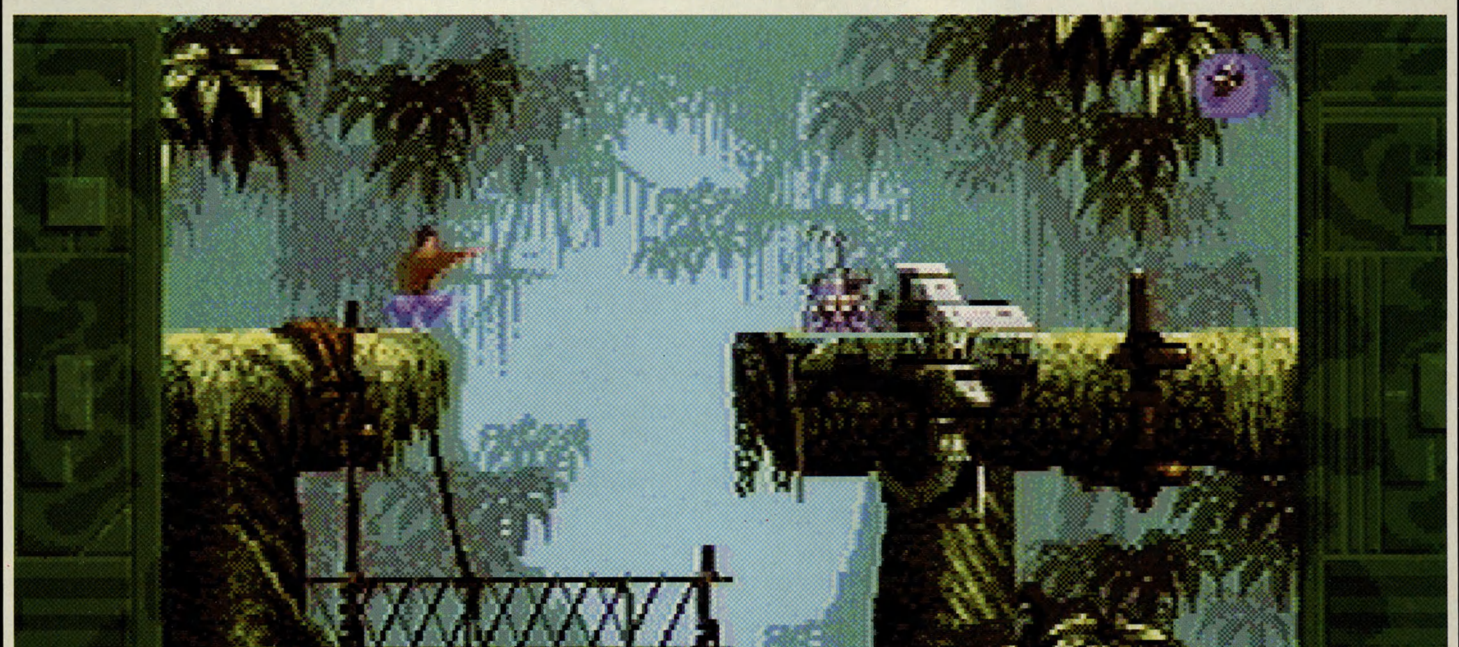
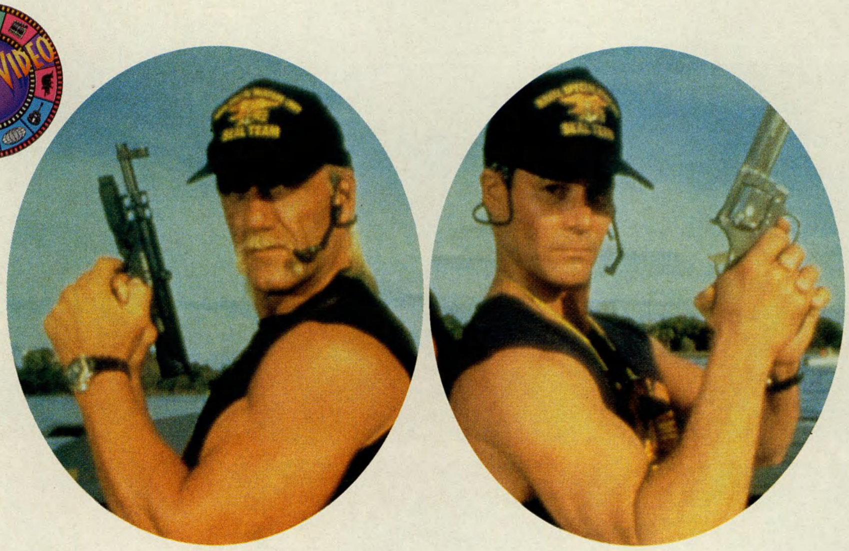
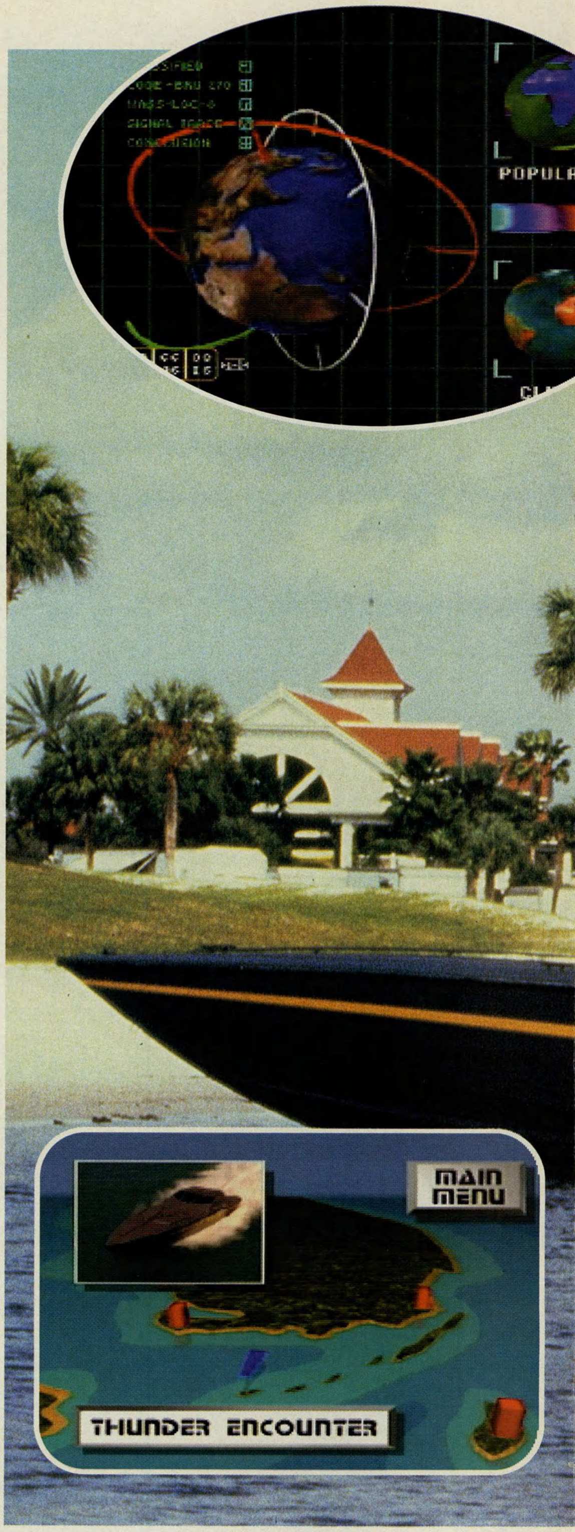


THUNDER IN PARADISE

ANDY CLOUGH joins Hulk Hogan and Chris Lemmon on a dangerous mission in paradise





We first brought you news of the "Thunder in Paradise" after visiting Florida last year to see it being filmed on location (see issue 1). At that time, the interactive episode of the series, called *The M.a.j.o.r. and The Minor*, was being filmed alongside the interactive version. Since then, Mass Media (formerly Philips POV) has been working away frantically and at last we can bring you a preview of current work-in-progress.

The first demo disc of the game was shown at the Consumer Electronics Show in Las Vegas in January. The story is quite simple. The two lead characters, Spence (Terry "Hulk" Hogan) and Bru (Chris Lemmon) take on their enemy Rampike in a race to control a bio-humanoid, codenamed The Major. Rampike's obsession with gaining control over The Major has led him to kidnap Spence's adopted daughter, Jessica, when it is discovered she hold's the key to The Major's whereabouts.

The player in the game is Spence's nephew Zack. When Dr Franklin,The Major's creator, is injured in The Major's escape from the laboratory, Zack must go with Spence and Bru aboard Thunder as they try to recapture The Major and regain control of him.

There are three elements to the CDi version of this programme. You can simply sit back and watch the linear TV episode, you can take part in the interactive TV version, or you can play the game on its own without the additional video clips. Linking the game to the TV programme really helps you get into the plot and the characters.

Spence and Bru are at first reluctant to take Zack with them on their mission, but finally succumb. You must prove you are up to the job.

There are several different scenarios in the game. On the demo disc, we had the choice of two out of three games — "Thunder encounter" or "Lab encounter". In the former, you must defeat the incoming missiles attacking Thunder by being wired directly into the boat's weapons control system. Spence and Bru will comment on your performance, and believe me, if you mess up, they will not be happy! A small monitor at the bot- ▶

TION
SCARAB
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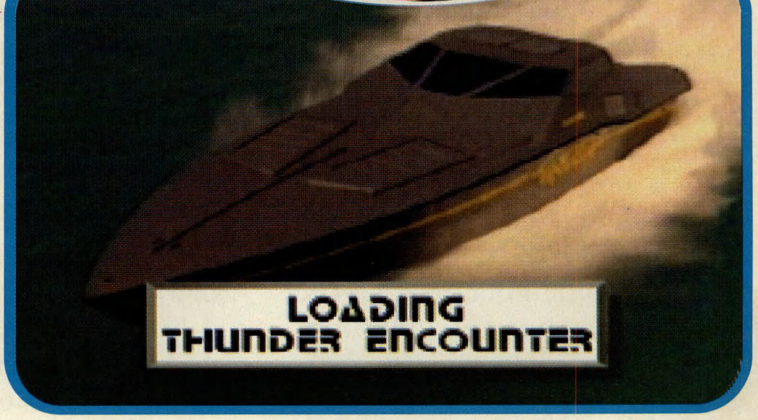
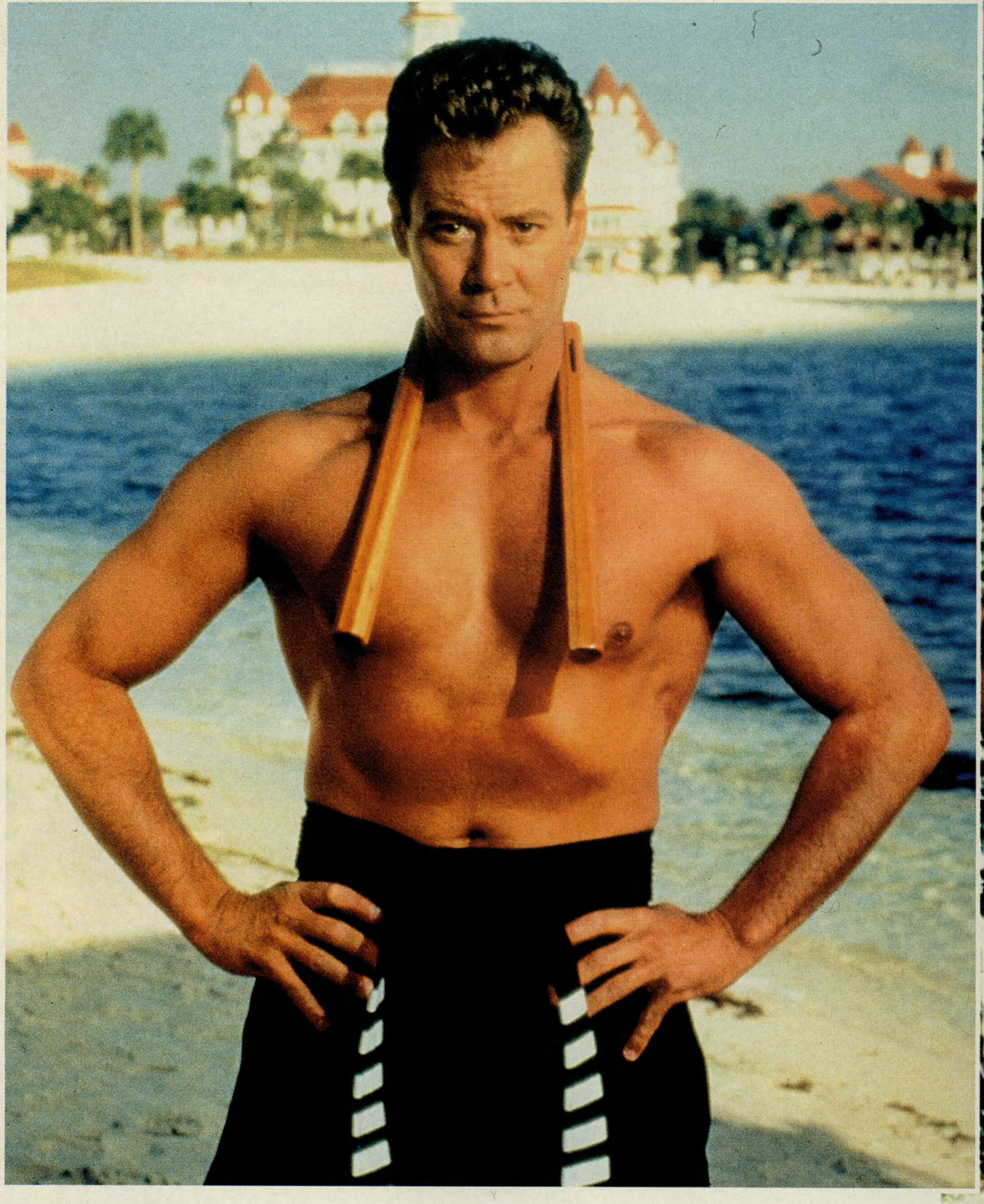
THREAT
MAXIMUM
THUNDER v3.05


LOADING
THUNDER ENCOUNTER

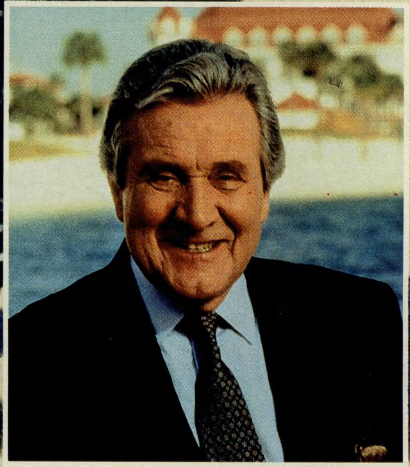


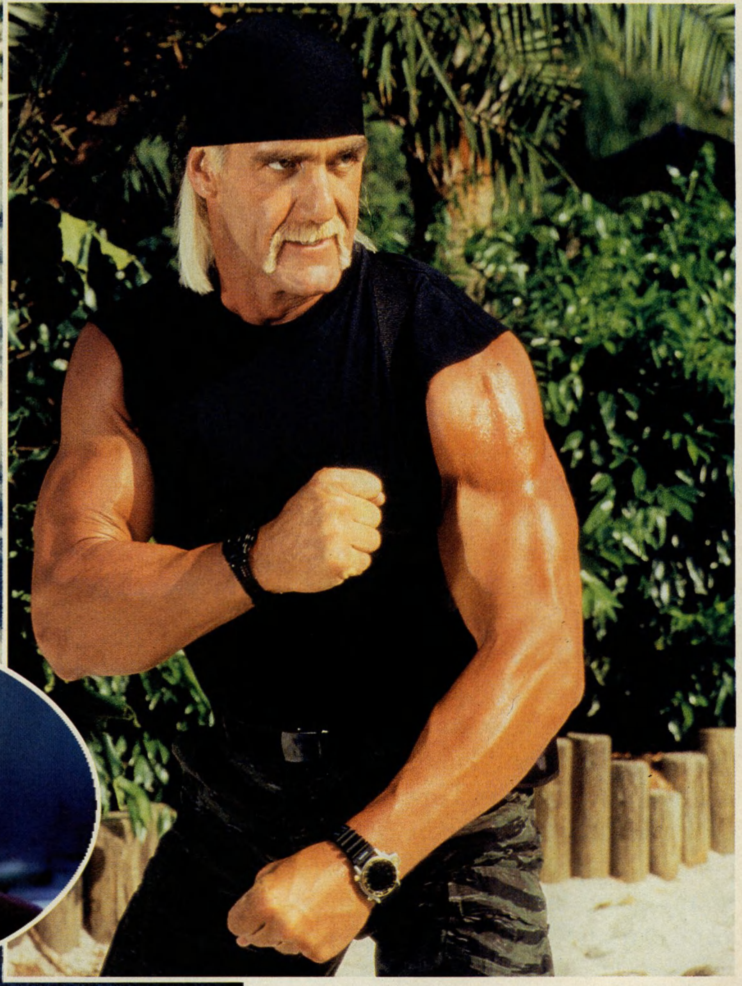
tom right-hand side of the screen shows you the direction of incoming missiles, and you can select which direction you shoot back from: fore, aft, port or starboard. If you are hit too often, Thunder's defence shields will be permanently damaged. Not good news.

If you make it through this level, you arrive at Rossiter Island where you must make your way into Dr Franklin's laboratory. Of course, it is not that simple and there are a few baddies to shoot first. Arrows on the screen indicate where they are next likely to pounce from, so it pays to keep your eyes on the indicators. Zapping the guys with the guns didn't prove too much of a problem.

There's all sorts of stuff on the disc to help you on your mission. For example, you can access Thunder's database to obtain information on her weapons system and the likely danger of the various missiles used by the enemy. Similarly, in the laboratory database you'll find Spence's neural tapes, data on Rampike and some useful video clips on the security camera.

Hardened game pros may find all this video stuff gets in the way of the game, but personally I love it, and anyway you can always select the "game only" option. When Spence and Bru yell at you, it almost feels real, and you are embarrased to let them down. "Thunder In Paradise"





Far left: Chris Lemmon stars as ex-navy SEAL Bru with Hulk Hogan (left and below). Inset, bottom: Patrick McNee is the owner of the Paradise Hotel, home to Thunder's crew

should be great entertainment when it's finished. Sure, some of the acting is a little hammy, but it's good fun, the locations are gorgeous and there's plenty of action. Games purists may snear, but for my money this is a hella lot more fun than your average platform game. At least the characters yell back at you!

We will have to wait until May before we can bring you a full review of the finished game, as some elements are still being finalised, but rest assured that as soon as we get our hands on a copy, you'll be the first to know what we think.

Cost: $TBA. Available: May
Produced by Mass Media

RISE OF THE ROBOTS

PATRICK BATEMAN brings you an exclusive preview of Mirage Technologies' stunning beat-'em-up on CDi. He assesses current work-in-progress

It is the future. A Terminator 2-style polymorphic android, the Supervisor, has been infected with a corrupting ego virus that has inspired it to incite the robots of the world to unite and overthrow their masters and creators, the humans. Our only hope lies with the Cyborg — a fighting droid that has been programmed to take out each of the key insurgents until it comes face-to-face with the Supervisor.

That's the premise of "Rise of the Robots", perhaps the most eagerly awaited game in CDi's history. Conceived by UK developer Mirage Technologies, "Rise of the Robots" is a mix of the Streetfighter 2 school of one-on-one beat-'em-up action and all the Silicon Graphics-rendered tomfoolery that CD-ROM interactive movies are famous for.

The level of interest in "Rise" over the last 18 months has been outstanding, especially as it is being produced for just about every platform under the sun. So hot were the advance notices that Time Warner spent a reputed $1m for the rights to publish the game. It would be hard for any game to live up to the hype heaped upon "Rise of the Robots" — but then it is far from being just any game.

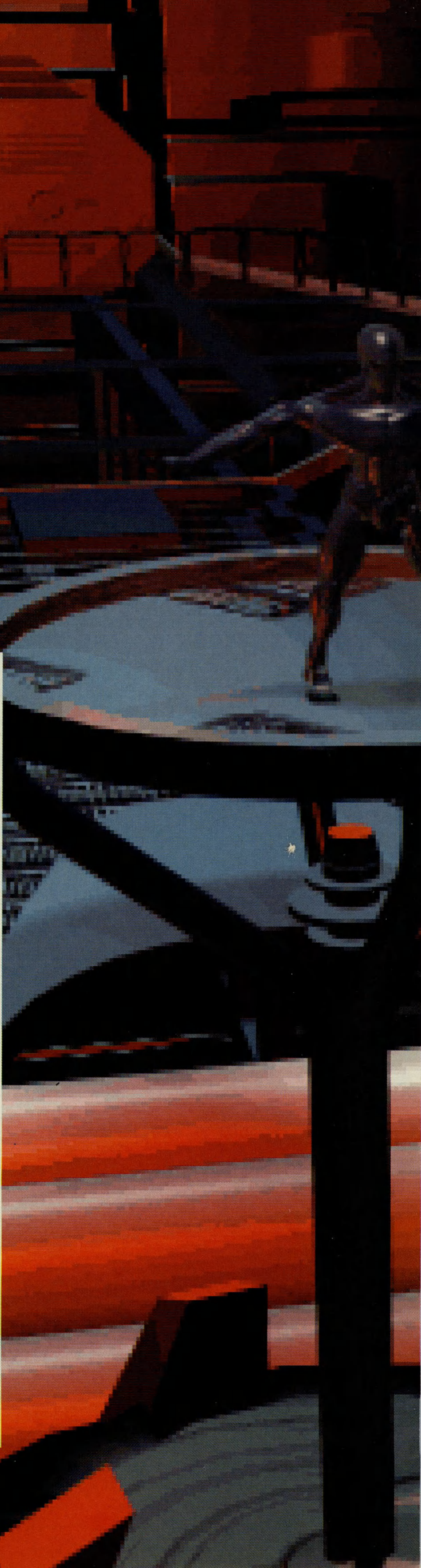
Although we can't give you a full review of "Rise of the Robots" yet, we can give you some idea of what you can look forward to — and how the preview disc we got our hands on compares with the finished PC version released late last year.

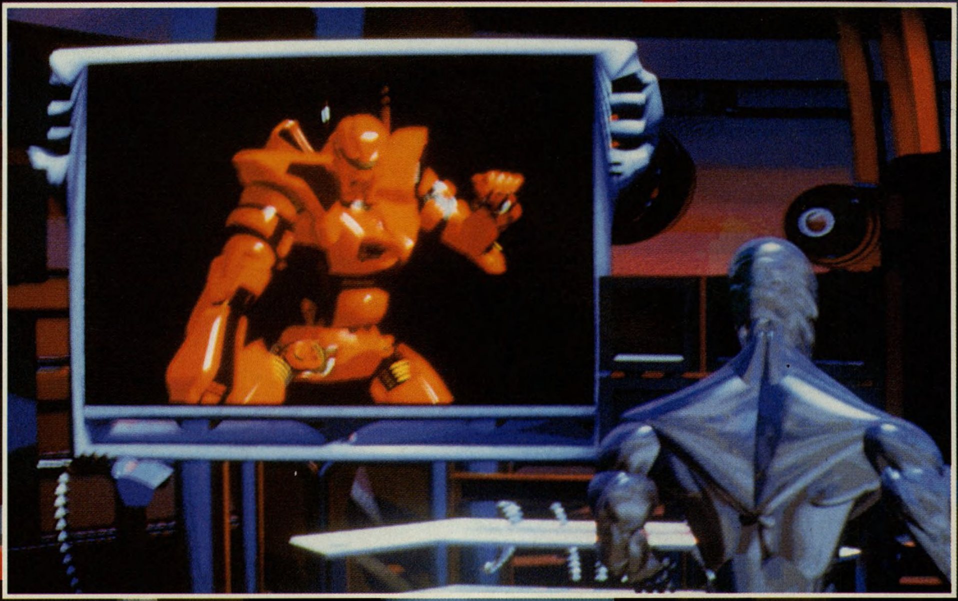
To play the game on a PC you would need a 486SX 33MHz or better machine plus a CD-ROM drive, SVGA graphics board, soundcard and 8Mb of RAM. That will be just the start of your outlay, because getting "Rise" to run at anything like its full potential (ie with sound, video or ideally both at the same time) you will need to spend plenty of time fiddling with your PC IRQs and the rest. I speak from bitter experience here.

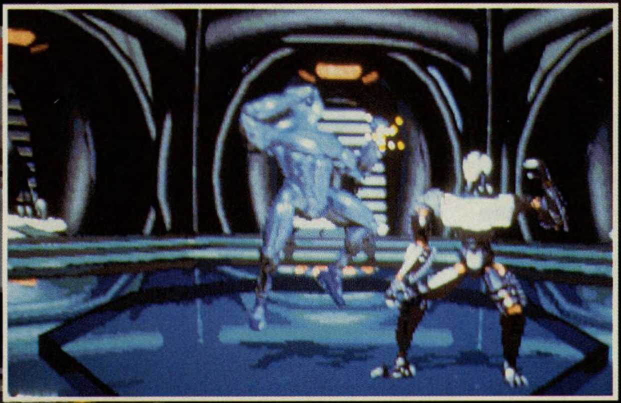
Of course, there is none of that on CDi. You simply plug in the machine, insert the disc and start kicking android butt.

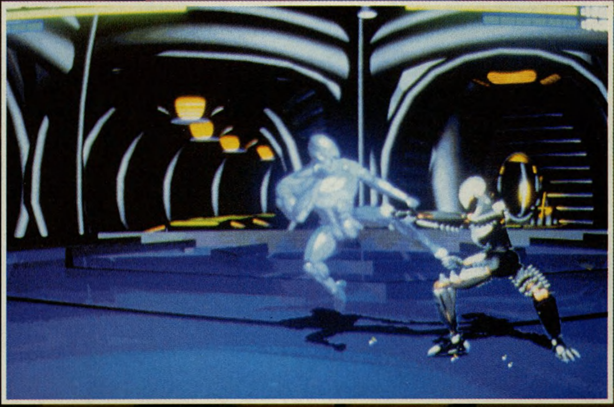
And — amazingly — what you see on screen quite literally wipes the floor with the PC version, SVGA graphics or not.

The result is that the animation of the sprites in the gameplay sections









Above and left: superb ray traced graphics are created using bespoke 3D modelling software

of this futuristic beat-'em-up is super smooth. But it is not just the animation that sends shivers down your spine.

It is little details like the shrapnel which goes flying when you land a particularly solid blow on an opponent, or the way the whole screen shudders when you land.

Best of all, though, are the reflections the robots cast on the steel floors. These mirror the protagonists' movements precisely, shrinking when they jump, growing when they crouch — and unlike the PC version, the shimmering reflections are in full colour.

The gameplay mechanics are particularly suitable to CDi as, unlike Streetfighter 2, it only requires a joystick with one action button. The power of a blow can be varied, depending how long you keep the button depressed (there's an on-screen power gauge to indicate the level), while different attack options, and special moves, are accessed by moving the joystick in various ways.

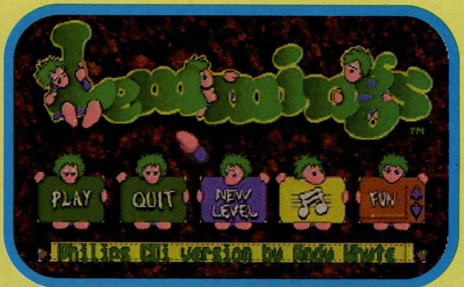
Best of all, though, is that "Rise of the Robots" is a genuine two player beat-'em-up. Unlike, say, Mutant Rampage, where two players have to fight a common enemy, "Rise" pits you and your friend in a man-to-man streetfight where you literally smash each other to tiny bits until only one of you is left standing.

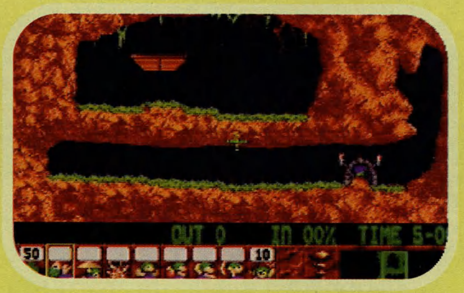
One drawback the CDi version shares with its PC counterpart is the inability to jump over your opponent and fight him from the other side of the screen. Your player always stays on the same side of the screen, which does compromise the gameplay somewhat. But more of that in our full blown review.

All in all "Rise of the Robots" looks like being one of the best arcade action titles on CDi this year. With splendid graphics and a superb soundtrack (provided by Brian May) it is certainly an audio-visual spectacular. Here's hoping the final version has the gameplay to make it a true classic.

LEMMINGS

The Lemmings have arrived! But, warns PATRICK BATEMAN, they are so addictive you could end up being a mouse potato...





For those readers who haven't heard of Lemmings (possibly because you've just emerged from a deep coma after five years!), here's a quick recap.

In real life, Lemmings are a breed of rodents, not unlike voles, that live in tundras. Legend has it that the creatures embark on periodic "death marches" into the sea; the reality is that the animals are looking for food and sometimes drown trying to cross rivers that are too wide.

In computer game reality, Lemmings are a tribe of cute little animals with bright green hair who are so completely oblivious to danger that they will walk off cliffs, on to bonfires, into treacherous water — you name the life threatening danger and they'll amble straight into it and die.

As you might expect, your job is to save them. Armed only with a cursor, you can assign various skills to individual Lemmings that will help their colleagues avoid the dangers and create a safe path for them back home.

If there is a huge great hole in the path of the tribe, for example, you would be well advised to highlight the leading lemming and give it the ability to build bridges just before the creature reaches the hole. The lemming then builds a mini bridge over which the rest of the tribe will duly trudge.

There are eight Lemming skills in all, varying from climbing to digging, from floating to blocking. As the levels become more and more dangerous, the player will have to deploy a variety of skills at crucial times to guide the dumb hordes to safety. A single mistake can mean that the entire tribe will march into oblivion, in which case you can save time by nuking the lot of them and starting the level over again.

Words and screen shots can't begin to do justice to the sheer addictiveness of Lemmings.

It's one of those games you start playing for five minutes at lunchtime and the next thing you know the night security guard is tapping you on the shoulder!

Lemmings on CDi is virtually identical to every other conversion of the game. All 120 levels are here, as are the cute animations, the funky

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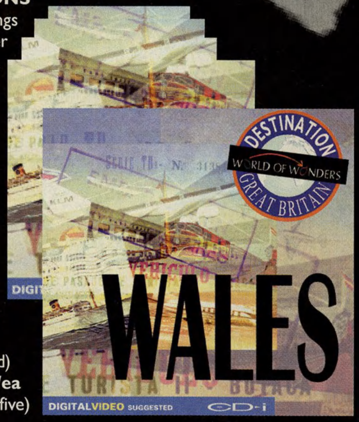
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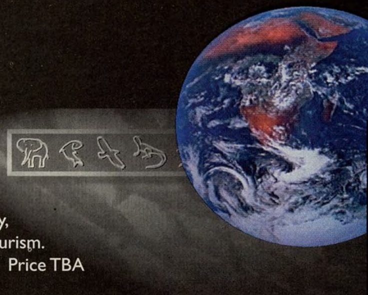

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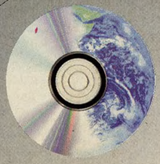
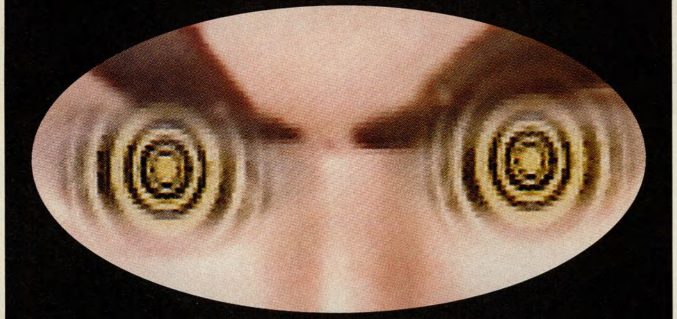


Concentrate.



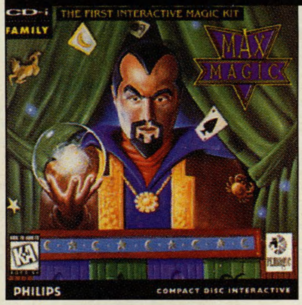
Look deep into my eyes. Now, repeat out loud,

"I've gotta have this disc."

"I've gotta have this disc."

"I've gotta have this disc."

"I've gotta have this disc."



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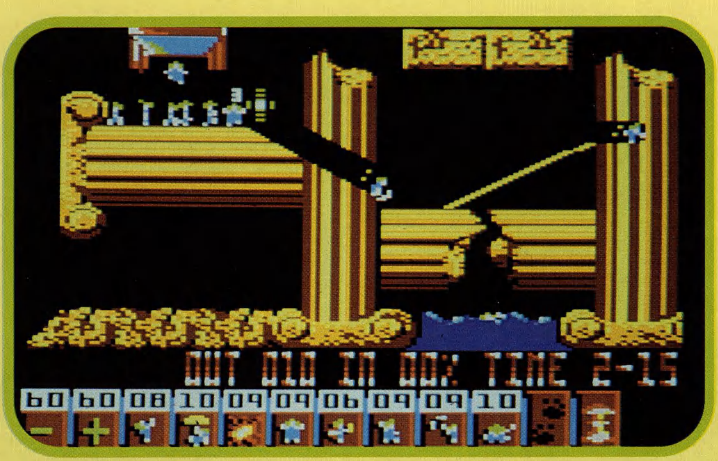
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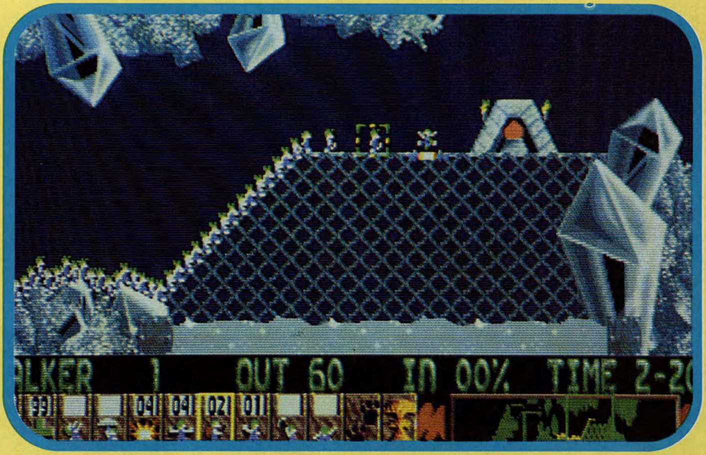
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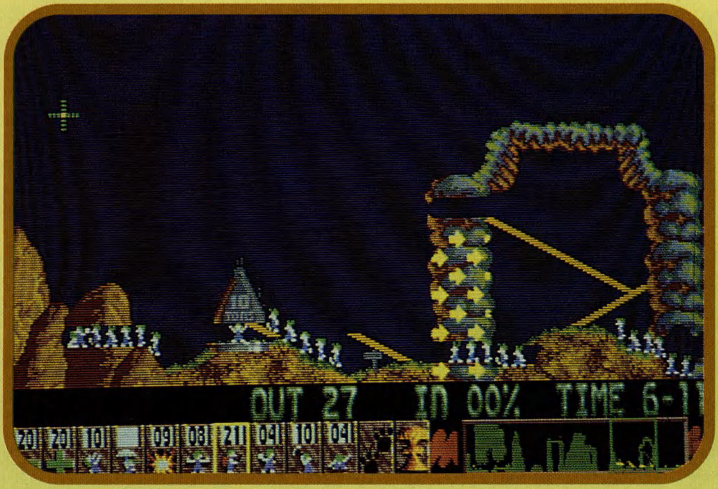
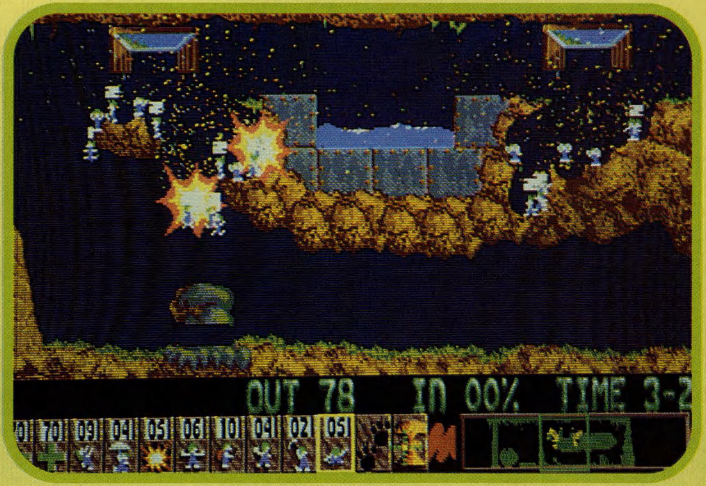

OUT 27 IN 00% TIME 6-1


OUT 78 IN 00% TIME 3-2

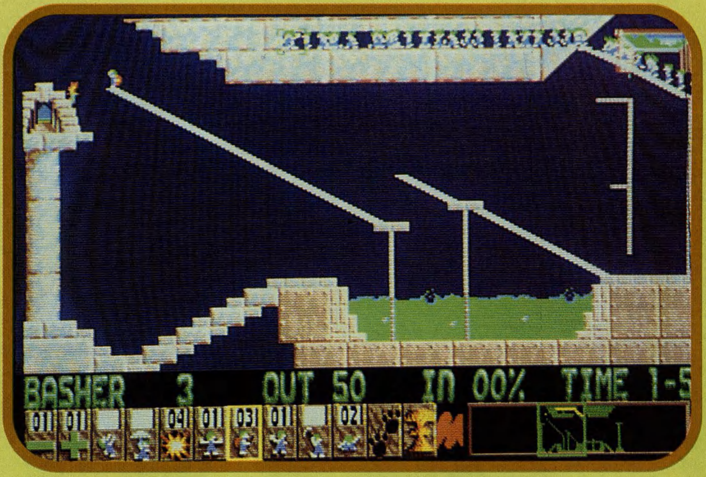
tunes and occasional Lemmings soundbites — such as the cute "Let's go!" that begins each level. CDi owners get an added bonus — an all-new cartoon intro featuring various Lemmings-related tomfoolery. This is unique to CDi as neither the PC CD or Macintosh CD versions included any enhancements.

I could only see two downers: the scrolling within the level was rather-sluggish and occasionally the on-screen text was submerged by the jazzy backgrounds.

Those two tiny gripes aside, Lemmings on CDi is a game that is guaranteed to keep you glued to the TV set well as into the small hours, humming strange tunes to yourself while degenerating into a drooling, glassy-eyed mouse potato.

Produced by DMA Design and Psygnosis

Your task is to stop the Lemmings from ambling into numerous life-threatening dangers. You must help them dig holes, climb obstacles and build bridges to avoid a painful end


BASHER 3 OUT 50 IN 00% TIME 1-5

RATINGS

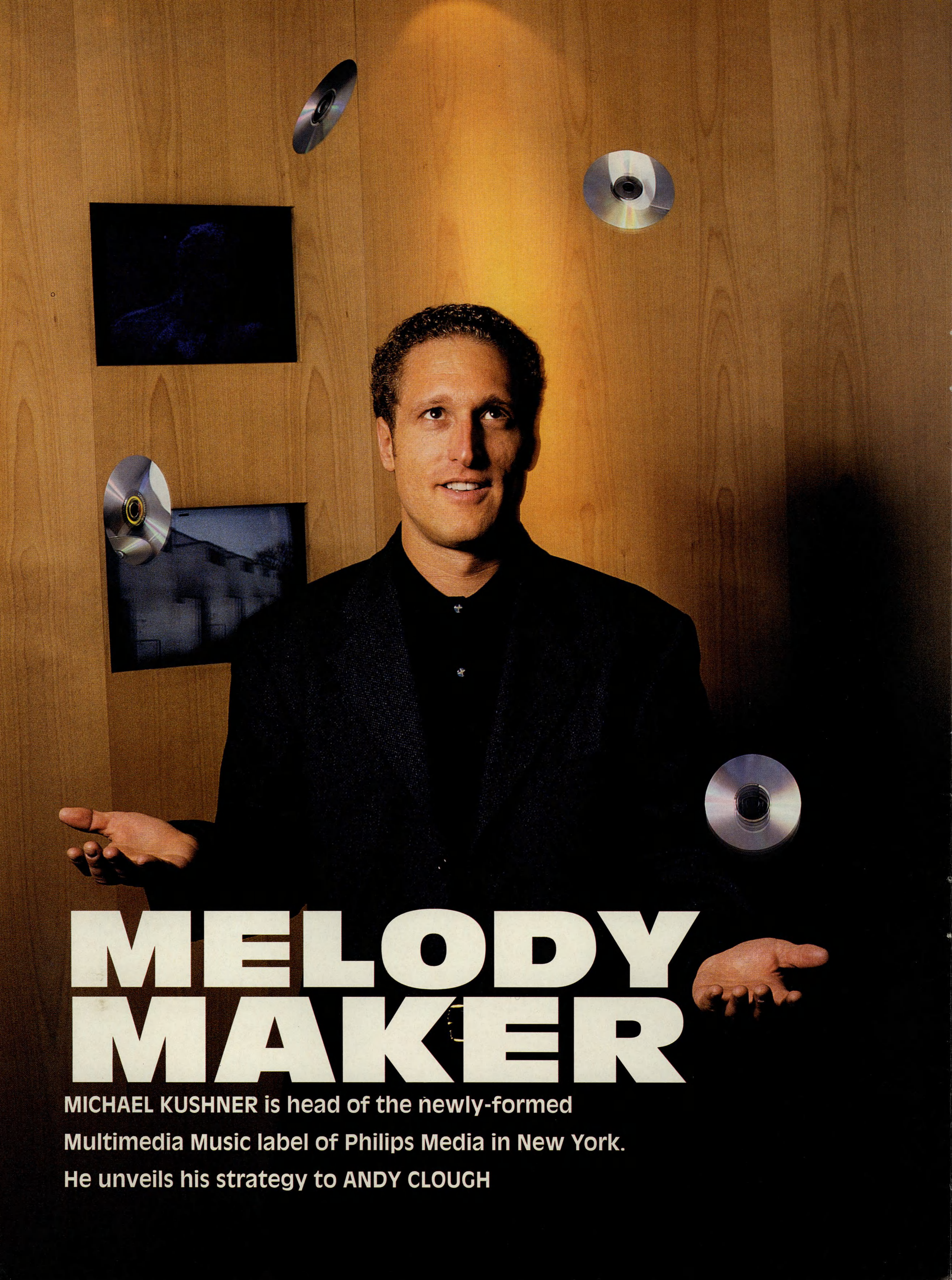
Graphics: 80%

Sound: 90%

Interactivity: 94%

Overall: 90%

Cost: $TBA **Out: March**



MELODY MAKER

MICHAEL KUSHNER is head of the newly-formed Multimedia Music label of Philips Media in New York. He unveils his strategy to **ANDY CLOUGH**

AC: Why did you decide to leave PolyGram and join Philips Media?

MK: Scott Marden [president of Philips Media] presented me with an opportunity to help create an alliance between PolyGram, where I was vice-president of business affairs, and Philips Media. It was a chance to start a new business in a field getting a lot of attention at the moment — interactive music.

AC: What are your main objectives in setting up the Multimedia Music label within Philips?

MK: We have two goals. One is to create encyclopedic or reference type discs on a variety of artists; the other is to develop more game-like interactive products. We will also work closely with the game, family and home entertainment labels of Philips Media to help them find music, where appropriate, for their titles, using artists from PolyGram and other record labels.

AC: How has the record industry in the US reacted to the development of interactive music?

MK: Most of the attention here has been on CD Plus discs, which combine standard Red Book audio with a degree of interactivity. Most of the impediments to that have been technical, but those are now being worked out by Sony and Philips. I believe we will see 20 to 30 CD Plus releases in the US by the end of this year. Sony and Polygram already have some titles in development.

AC: What will be the first releases from Philips Multimedia Music?

MK: Our first release will be the work of two bands on the Ardent Records label, *2 Minutes Hate* and *Techno-Squid Eats Parliament.* The discs will have a full album playable on a normal CD audio player, and an interactive audio-visual section playable on a Macintosh with a CD-ROM drive. We may also transfer these titles to the CDi and PC formats in due course. Our other project is a disc by *The Cranberries* which we are developing in conjunction with Island Records.

AC: Can you give me more details on The Cranberries project?

MK: It is more than just a CD Plus product. It also offers something to fans who don't have a multimedia player. It will have five previously-unreleased audio tracks and will probably be priced under $20 so people can buy it just for the audio, but those with a CDi player or CD-ROM drive will be able to access additional elements such as the MPEG or QuickTime video clips.

> **"We choose bands that we want to work with and that fit the medium"**

AC: How do you pick the bands you use?

MK: Not all bands are right for multimedia projects. We choose bands that we particularly want to work with and that fit the medium. They have to have a visual message. We are focussing on what people want to do with interactive music. My approach is to ask myself: "what would I want to do with it?" Remixing video and tracks on an album may interest some people, but not everyone.

AC: How did the deal with Ardent Records come about?

MK: I was introduced to Ardent's president, Kim Jenkins. Ardent already has a well-known recording studio in Memphis, and has recently set up an in-house multimedia studio. They had done interactive press kits for two of their new bands. We thought it would be a good way to introduce the bands using the multimedia format. And, most importantly, we believe in the bands!

AC: What benefits does interactive music have over a traditional album?

MK: With multimedia music titles, we can give fans an additional vehicle for listening to and personalising the experience. We can recreate the immersive experience that listeners used to have in the days of gatefold albums — the listener is motivated to learn more about the artist or a particular band. The process allows a great deal of choice, in a way that neither linear music or video can.

AC: Will you publish music titles on a wide range of platforms?

MK: Yes. We will take a broad approach to platform publishing. It won't just be CDi specific.

AC: Have you done any work yet for the other label groups within Philips?

MK: The games group has asked us to suggest music for some of the titles it currently has in development. We have approached some appropriate PolyGram acts.

AC: How important is the Digital Video cartridge for developing interactive music titles?

MK: The DV option is very important. DV is much better quality than QuickTime on the Mac, for example. Peter Gabriel's *Xplora 1* on Video CD is much better than the Mac CD-ROM version. But we will also develop titles that play on base-case CDi players as well.

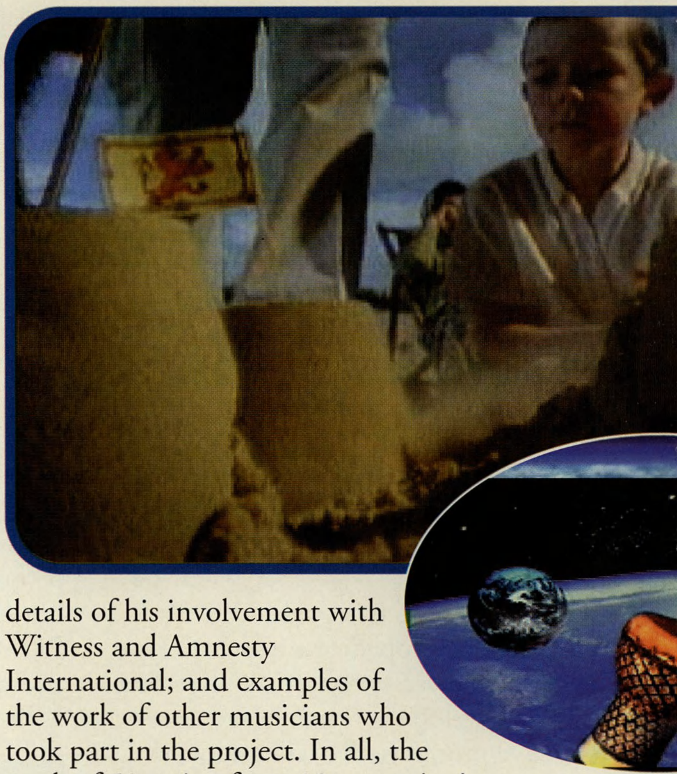
AC: How many titles will you release this year?

MK: There will be three titles coming out in the early part of this year. There will be another two later on this year. We hope to release between five and seven titles a year.

Photography: Mark Tynan

MUSICbox

PETER GABRIEL and STING will shortly release their work on CDi. ANDY CLOUGH explores the latest in interactive video albums



XPLORA

It's been a long time coming, but Peter Gabriel's interactive album — first seen on CD-ROM — will finally make its debut on CDi this month.

This is a straight conversion of the original, which we first looked at in issue 1. I liked "Xplora" on Mac CD-ROM, and it is even simpler to use on CDi. There is no complicated loading of software to get it running — just plug in and play.

"Xplora" has depth. This is not just a couple of video tracks bunged together on CD. Gabriel and his team have really put some work into this title, and it shows. The interface, a photofit picture of Gabriel's face, allows you to access four different sections. There is the "US" section, with the music and videos from the "All About Us" album; a "behind the scenes" look at the Real World studios; Gabriel's own personal file, with details of his involvement with Witness and Amnesty International; and examples of the work of other musicians who took part in the project. In all, the work of 50 artists from 18 countries is incorporated on the disc.

It is a very clever package, that really lets you explore (hence the title) the world of Peter Gabriel. You can remix "Digging in the

STING
TEN SUMMONER'S TA
PHILIPS
DIGITA

STING: TEN SUMMONER'S TALES

Picture the scene: a record company office in the heart of London. Record company exec number one is sitting at his desk wondering if it's socially acceptable to fancy Bjork, when Sting walks in.

"Hello," says the Great Man, brushing a sprig of what looks suspiciously like Amazon foliage off his safari jacket, "I've got a great idea for my new video."

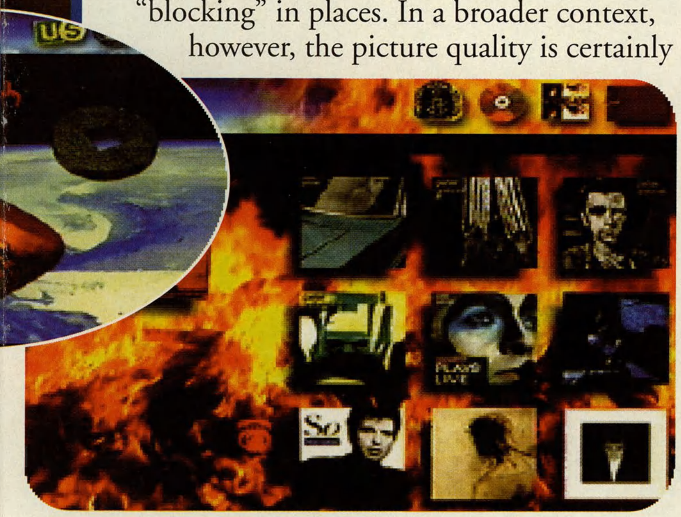
Record company exec number one excitedly e-mails his colleagues and soon the office is full of record company execs.

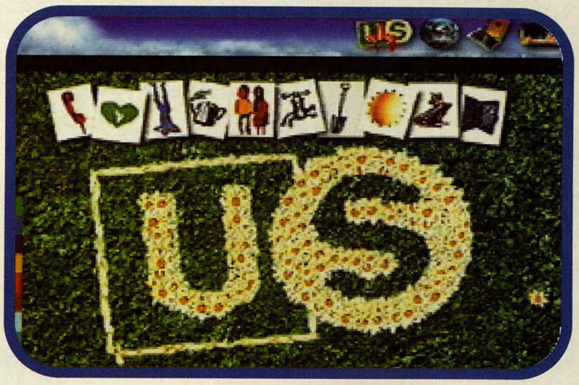
"Look guys, it's like this," quoth Sting. "Basically, we take a film crew out to the studio in Wiltshire, and film myself and the band performing all the tracks on the album. We shoot us a lot in the studio, cut to a tasteful little vignette of me walking a dog, herding cows or something, then it's back to us lot in the studio again. Repeat ten times and you've got your video."

Execs nod in unison. "Great idea," they chant, "before going back to their offices and voting 9:6 that fancying Bjork is really okay after

Dirt", try out all sorts of different musical instruments or get a pass backstage at the Brit Awards. That there is more to this man than just his music is clearly evident.

But it is the visuals that will really stun you. The work Gabriel and his team have put into some of the videos is amazing. Just look at the layers of imagery in "Kiss That Frog", for example. Unfortunately, this creates one problem with the CDi version: MPEG has problems handling the complexity of parts of the videos and there is some obvious "blocking" in places. In a broader context, however, the picture quality is certainly a vast improvement on the CD-ROM version and the music videos are full-screen digital video.





My only other gripe is that the clips about the making of the videos remain in their original partial screen size (ie: small). This is fine if you are watching the disc close-up on a computer monitor, but not so good for viewing at a distance on your TV in the living room.

This is one area where CDi could offer a huge advantage over the CD-ROM version, by making all the video clips full-screen. Nevertheless, "Xplora" is a terrific piece of work, and if you don't have it already, this is a "must" buy.

Rating: ☆☆☆☆
Encoding: average
Cost: $TBA Available: March

RATINGS:
☆=poor ☆☆=average
☆☆☆=good
☆☆☆☆=very good
☆☆☆☆☆=excellent
All the titles on this page are available from Philips Media

all. Sting leaves with camera crew.

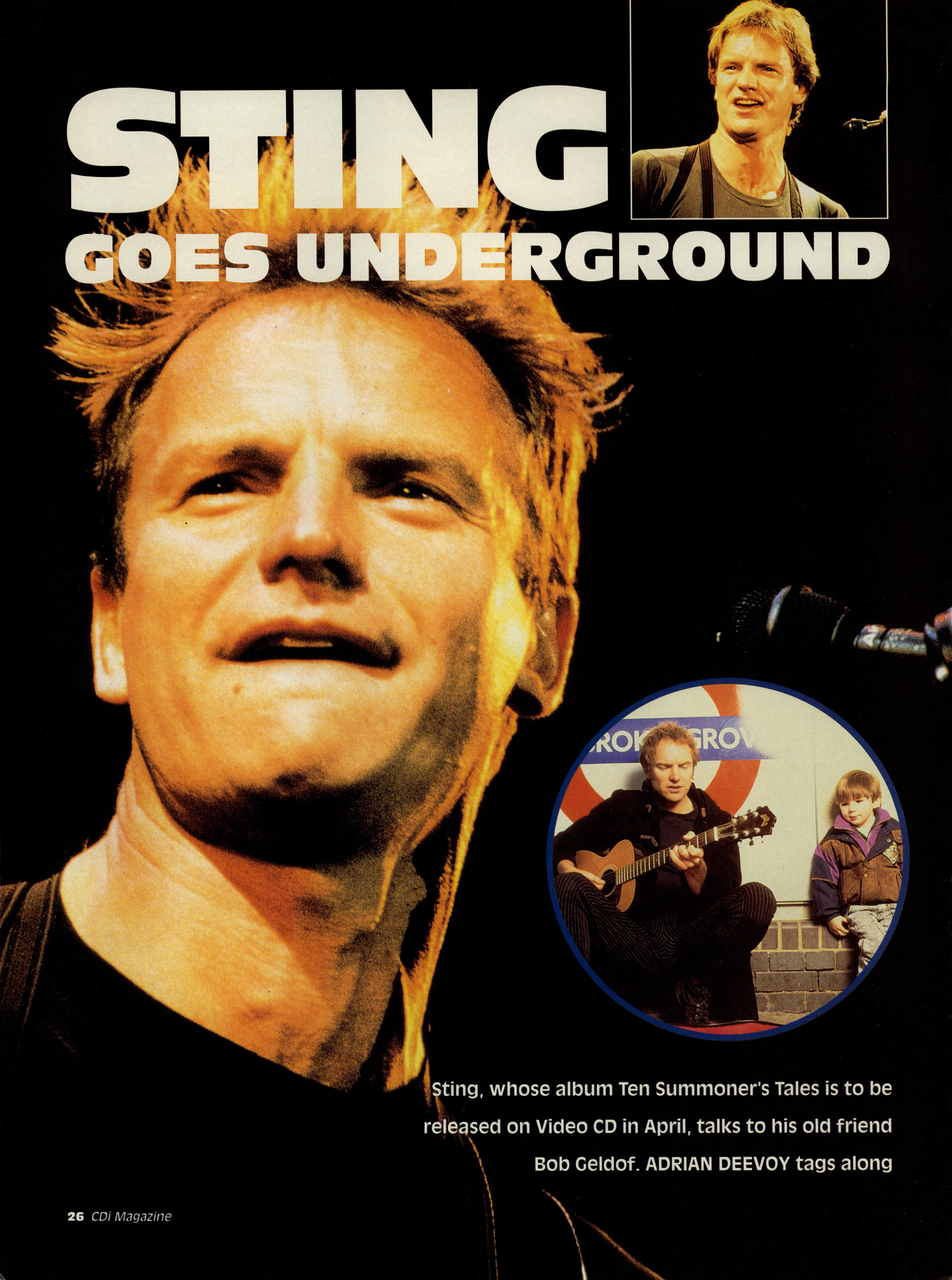
Frankly, what is the point of all this? "Ten Summoner's Tales" consists of exactly that, multifarious shots of the band in a recording studio while some cameraman who saw the film Dambusters once too often sweeps and glides among them. Original, it is not.

You can see what he is trying to do with it, but it simply doesn't work. Performance videos have always been (with a couple of intensely rare exceptions) firmly rooted at the low end of excitement scale somewhere between Mogadon and a Dan Quayle autobiography. Ten of them in one sitting with just slight variations of lighting is more than the human system is designed to tolerate.

As to the music, it is what you would expect. Moderately inventive AOR that's saved from becoming aural wallpaper by a smattering of jazz invention. Good sound and video quality perhaps, but it really doesn't have that much to recommend it. Buy it if you fancy Sting.

Rating: ☆☆
Encoding: good
Cost: $TBA. Available: April

STING GOES UNDERGROUND



Sting, whose album Ten Summoner's Tales is to be released on Video CD in April, talks to his old friend Bob Geldof. **ADRIAN DEEVOY** tags along

Every breath you take...five kids guv...every move you make...gawd bless you lady..."

The improbable sound of Sting's exquisite squawk reverberates around Ladbroke Grove underground station in London. His mellifluous ballad of betrayal and surveillance floods the tunnel between the east and westbound Metropolitan lines.

The noon day tube travellers' reactions to the busking superstar are a joy to behold: several frown inscrutably (they're not going to be fooled by some bloke who just happens to look and sound exactly like Sting); some catch themselves gawping and scurry on self-consciously; a few stop dead in their tracks; others are completely derailed and shunt spellbound towards the wall.

The most touching response, however, is from a young Spanish girl who freezes in the headlights of his rough-hewn handsomeness, whispers "Eez Sting", and drops down on the station steps in stunned surprise. Steeng, ever the consummate showman, addresses the middle eight to her. "Oh can't you see?/You belong to me/How my poor heart aches/With every breathe you take."

It's too much. The big brown eyes fill up and she has to ask her friend to pinch her. She never thought London would be like this.

The steps begin to clog with bemused customers. Should they go or is that the introduction to *Message in a Bottle*? And if he does *Roxanne*, then to hell with it, they'll just have to be late.

Sting, nimbly picking at his acoustic guitar, clad in a duffle coat he claims to have last worn when he was 11 (with a shrivelled conker in the pocket to prove it), does all this and more. He plays *Love is Stronger than Justice* from his new album Ten Summoner's Tales, he runs through *Wild Thing*, halts a version of *Brown Sugar* halfway through the introduction because he doesn't know the words and "Mick Jagger would probably want a royalty" and then, having warmed up, he encores with a gorgeous reprise of *Message in a Bottle*, replete with punter-pleasing Spanish guitarisms, and concludes the whole recital with a turbo-throated *Roxanne*. It is quite a splendid performance.

"That was bloody great," enthuses Sting, dutifully handing in his tube ticket. "Hang on, I want to buy some joss sticks..." Limply holding his guitar by the neck, he calls out absently "Roadie!"

An old woman with a tartan shopping trolley glares at him and he doubles over laughing. It's been a marvellous morning and what's more he has augmented his estimated personal fortune of £40m ($60m) by 75 pence.

> "I'm vulnerable with my family. But being on stage is a war. That's not confidence, that's armour. It's not real."

Sting is lunching with Bob Geldof, old spar and one-time fellow saviour of the planet. En route to the literary club where they are meeting, Sting enthuses about Geldof's "no bullshit approach to life. You are always guaranteed a full and frank discussion". Before their meeting, Geldof requested a copy of Sting's new LP and, just in case retaliatory ammunition was needed, Sting ordered up Geldof's last two solo efforts.

As the cab pulls up, Geldof ambles into view. Sting bounces out and a manly Mafia-style hugathon ensues. "How'reya big boy?" smiles Geldof. "How was the busking? I bet you only played your own songs."

"I was going to do *Rat Trap*," Sting counter punches, "but it was too complex for me melodically." Touche, Oscar!

Lubricational Irish coffees and glasses of wine are ordered and a three hour conversation commences. For the most part, Geldof takes the lead, firing questions, cracking jokes and laughing like a blocked drain. Sting is a more cautious customer, thinking before he speaks (an alien notion to Geldof), gently jabbing and always on the look out for a wind-up.

D: Bob, what did you make of Sting's new album?

Geldof: I thought *Fields of Gold*, which is a beautiful song, sounded very Irish.

Sting: It doesn't! There's no diddly diddlies on it. (Laughs).

G: But it's begging to be diddlised. (Laughs).

S: It is devoid of diddle.

G: You seem really cynical about yourself. There's a line. Am I a man or a mouse?/I looked in the mirror and the mirror squeaked.

S: I am not sure I was writing about myself.

G: Oh yes you were. Come on! Don't give us that old one.

S: Maybe by accident. But what I did was say, 'I'm going to start writing on 1 April and finish on 31 August'. I'm going to be a songwriter and I'm just going to write songs, not necessarily confessional or autobiographical songs, just songs. I didn't really want to write about me. I'm a songwriter. Do I have to slash my wrists every time I want to write a song? Having done it on *Soul Cages* and exorcised a lot of ghosts, I didn't want to excavate another trauma, I just wanted to write songs for the fun of it.

G: Do you think if you wrote a song like *Every Breath You Take* again, it would be a hit?

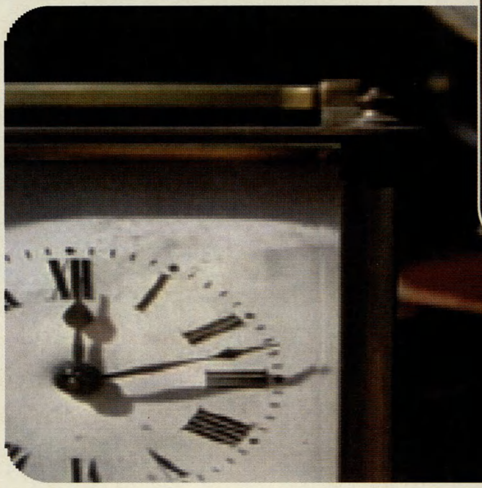
S: I'm not sure I want to do that. I'd rather sell discreetly, as I do.

G: At least you have that luxury. (Laughs).

D: Would it satisfy your ego to ▶

Photography: London Features

"You must have a gameplan. How do you hang in without becoming irrelevant and ending up on TV as a has-been?"



have a big hit single?

S: My ego is fairly well satisfied.

G: It must be by now!

D: Wouldn't you like to be more famous?

S: No, I'm as famous as I want to be.

G: What kind of a question is that? I'm not flattering him, but Sting is incredibly famous. He has got immense credibility as a writer and musician.

D: Do you think you have?

G: Not at all. People wish I'd shut up, go away and do anything else but music, but that's difficult when it's the one thing I really love doing. If I didn't do it, something would seriously snap. It's absolutely central to me. It's the one thing in which I invest everything: physically, financially, psychologically, emotionally. It may not work for other people, but in my life it's the big thing.

D: Does it hurt then that people don't want it?

G: I'm not hurt by it, and I'm not angered any more, but it's annoying that they can no longer get past the baggage that I carry with me.

S: So people don't want you to be good at more than one thing.

G: When you went off and did that jazz thing, it irritated me to death because I hate jazz.

S: That's bullshit. It wasn't jazz. I flirted with the idea of jazz and used musicians that came from the genre to see what they'd be like with a pop format.

D: Isn't there an element of musical snobbery?

S: Yeah, there is a snobbery about music. And I'm a musical snob. But the challenge is to engage musicians like that, whose head is somewhere else.

G: What challenges you? Do you set up targets for yourself to stop from getting bored?

S: You have to have a gameplan. How do you hang in without becoming irrelevant and ending up on TV as a has-been?

Throughout punk, Sting and Geldof were seen by the central core of London punk bands as little more than bandwagon-jumping lepers. Sting, after all, came from a jazz background. His music had been rejected by all the major record companies for "having too many chords". The Boomtown Rats existed between the sweatily unfashionable buttocks of R&B and pub rock. Did the two princelings of pop funk feel like outcasts?

S: Well, punk was a flag of convenience for both of us. We were four or five years older, which counted for a lot in those days. But we also had a fair bit of musical experience and we could actually play, which was total anathema to the punks. We were good musicians and that wasn't politically correct at the time.

G: People said we tried to jump on the punk bandwagon but we had a saxophone for heaven's sake!

S: I remember Stewart (Copeland) threw a party at this squat he had in London and The Pistols, and the people that would become The Clash and Generation X, all turned up and Stewart decided that this would be the next big thing and that he was going to form a new band. So I joined this ersatz punk band with Stewart and things began to happen.

G: Was that all part of your Jungian thing where you used to go on about synchronicity and serepindity?

S: Well, most things happen within a structure. You have to have a structure before you can have a happy accident.

G: That's not what you used to say around the time of of *Ghost in the Machine.*

S: Oh, I need another drink!

G: But you loved being a pop star, didn't you?

S: So did you!

G: Yeah, but I feel a complete idiot. But it wasn't a sexual thing with me at all because I'm just not sexy. I'm a bit of a prat, actually.

D: But Sting, you worked the sex symbol angle pretty hard.

S: It was good fun. Appearing in magazines, taking your shirt off. It was a laugh.

G: But you still do that.

S: Of course I do. I've still got a body, darlin'.

G: The one thing that made me want to be successful more than anything was there was this big bash of all the new bands at that time: The Stranglers, Pistols, Clash, Damned, Ramones, Talking Heads, Elvis, Generation X, The Rats, and everyone else was invited except for us, and when they arrived they wouldn't let us in because we weren't cool. More than anything else that motivated me to succeed.

S: We used to get the same bullshit. And I always used to think "When these guys are driving taxis, I will still be a musician. And some of them are driving taxis and they sometimes pick me up and I laugh".

D: Do you remember the first time you met each other?

G: Yeah, Gerry Cott, the Rats' guitarist, took me down to the Camden Palace in London to see The Police and there were only about 20 people there. He (points to Sting) was really aggressive to me. We were at number six with *Like Clockwork* and he was a bit embarrassed 'cos there was no-one at his gig.

S: People tell me this. I think I was just shy.

G; Well, you covered up your shyness with aggression.

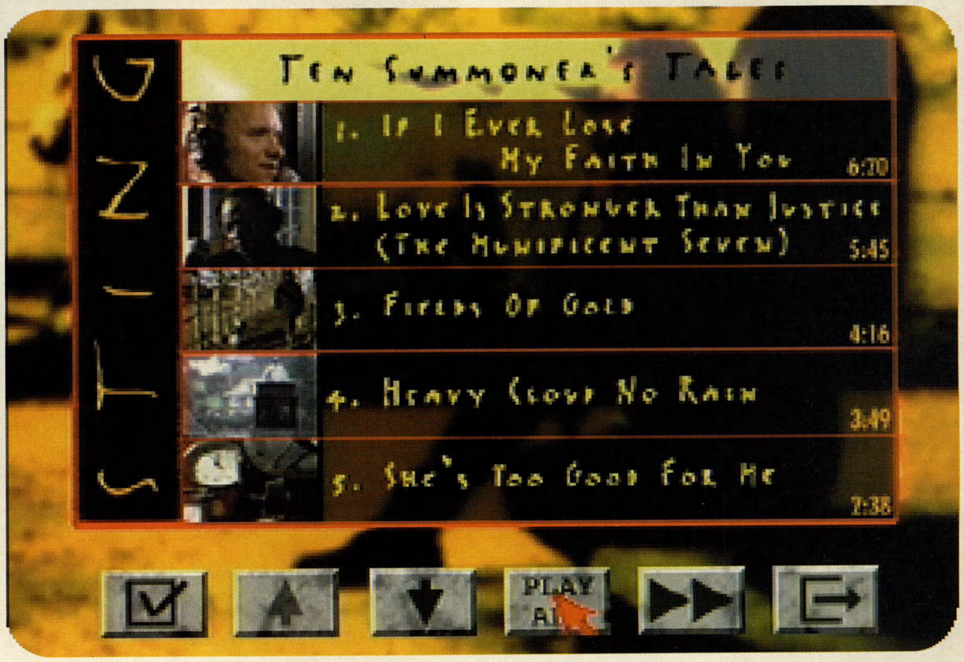
D: When did it dawn on you that you were going to be successful?

S: When I was 12. I don't know where I got the confidence from but my plan was that I'd teach for two years and then I'd go to London, which is exactly what I did.

G: Sting, the one thing that everyone thinks about you, and it irritates me, is that you seem so self-assured; there doesn't seem to be even the

▶

"My plan was that I would teach for two years and then I would go to London, which is what I did."



STING

Ten Summoner's Tales

1. If I Ever Lose My Faith In You 6:20
2. Love Is Stronger Than Justice (The Munificent Seven) 5:45
3. Fields Of Gold 4:16
4. Heavy Cloud No Rain 3:49
5. She's Too Good For Me 2:38

slightest chink in the armour.

D: This is rich coming from Bob Geldof. You're hardly the world's least confident man.

G: I seem like that but I prevaricate and worry and I'm just not sure about myself a lot of the time. But you see Sting, at a gig especially, and he's just so self-possessed.

S: But that's on stage. When I'm with my family, I can be vulnerable and not quite sure about anything. Being on stage is a war. That's not confidence you see, that's armour. It's not real.

G: It is real. All that I-knew-I'd-be-successful-at-12 stuff. I always dealt with it by my bombast. But it's really self-doubt. It's been the bane of my life.

S: But don't you think that's an important part of your art? You get praised a lot for self-doubt. If you make a record that's full of self-doubt, everyone is like, give him a badge.

D: You both seem to be currently engaged in what Bob Dylan recently described as "deconstructing the myth".

S: I think my myth is totally out of my control. I don't think it's got anything to do with me as I actually am, frankly.

G: But it has. Your myth has largely to do with this sexy geezer who writes cool songs.

S: Do I look sexy to you?

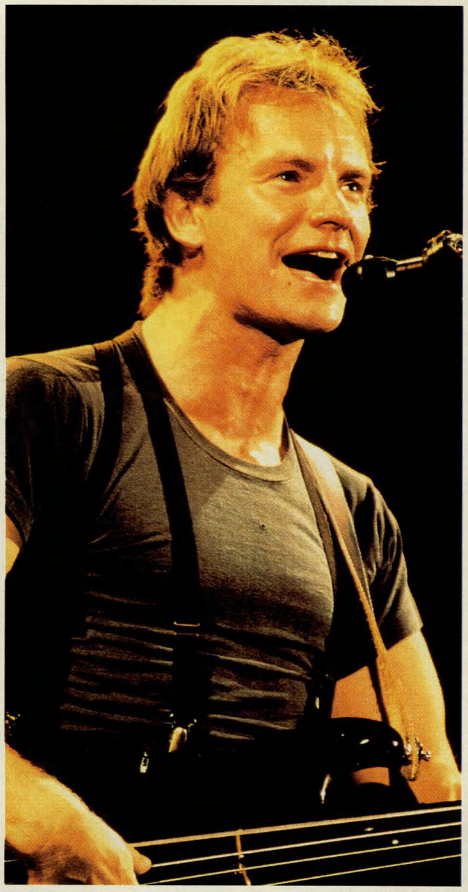
G: No, but you work at your body out of a certain narcissism or vanity. I wish I could be bothered to do exercise because I need to. But you're very self-aware in that respect. If a photographer comes up to you, you can just turn it on. Sexy Sting. It's instant.

S: No, Bob, it's just a strategy. It's a very artificial world. How else do you cope?

G: If I tried to do that, it could be patently ludicrous, so my vibe is being scruffy. People are seriously disappointed if I don't turn up looking a mess.

S: But women still fancy you.

G: You have to remember that Sting's image is very constant. The Rats' star faded and then a generation later, people saw me doing Live Aid, so there was some confusion as to what I actually did. But The Police's star never faded. They stopped when they were still massive and then you carried on. So people have a very clear, delineated idea of what Sting is about.



S: What did you think of Madonna's book?

G: Didn't read it. I've got (laughs) a very strict moral code. I just think it's so naff.

D: Did you find it erotic?

S: Not at all. But I enjoyed it. I thought it was funny. And she managed to carve a bit of freedom for herself. I think she can do what she likes now.

G: She still can't make movies without being laughed at.

S: Let's face it, who can? (Laughs). When are you going to make a new movie, Bob?

G: I'm not, because I can't act.

D: That didn't stop Sting.

G: Bitchy!

S: Well, it's not the sort of job I want to do, really. It's a very strange job to do. But, I guess, it's an attractive idea. I hadn't even been in the school play, so when someone asked me did I want to be in a movie, I jumped at it. How much did you get paid for that Pink Floyd film [The Wall]?

G: At the time it seemed like a lot. I got no points, which irritated the hell out of me 'cos it is a cult movie in America and Australia now. I took Fifi to see it and she wrote about it in her diary and it was brilliant. It said "Dad was in a film; he played a madman and the ending was really stupid". It brought home how awful it was.

Later, when a cab taking Sting and Geldof across London to a photographic studio gets lost, it's interesting to note their respective reactions. Geldof huffs and swears and grabs the map from the driver. Sting, who still has his guitar with him, sits back and composes a little song about the ridiculousness of the situation. Geldof looks up from the map. "Shut up you Geordie twat," he says reasonably.

Geldof happily dispatched, Sting is back at his beautiful North London home and in a more reflective, vulnerable mood. He sips his herbal tea, fiddles with some chess pieces and explains how his 16-year-old son wants to be in a band.

"I've told him he should concentrate on his A-levels," he sighs, as Trudie Styler wanders in. "Is that the right thing to say?"

He talks about his own parents dying and the terraced house he grew up in and, for a moment, he looks as if he might fill up like the Spanish girl this morning. He gazes out into the mist hovering over Hampstead Heath and allows a wave of melancholy to wash over him. "It's been a fun day," he says sadly.

In a small way, it's comforting to know that multi-talented millionaires aren't always happy. It's like the comedian said: You can't have everything. Where would you put it?

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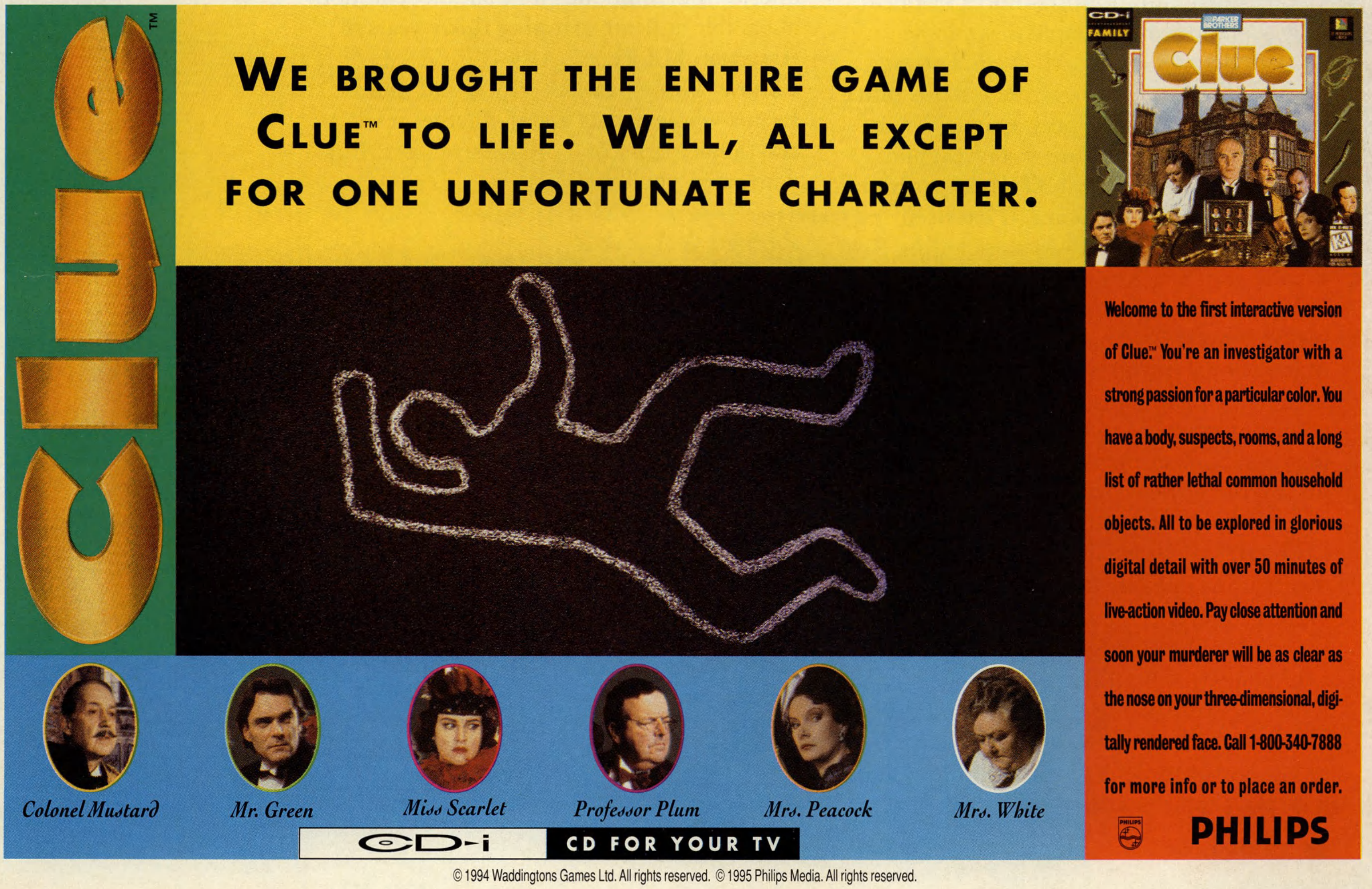

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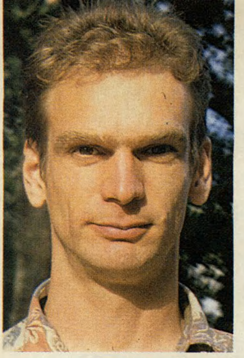
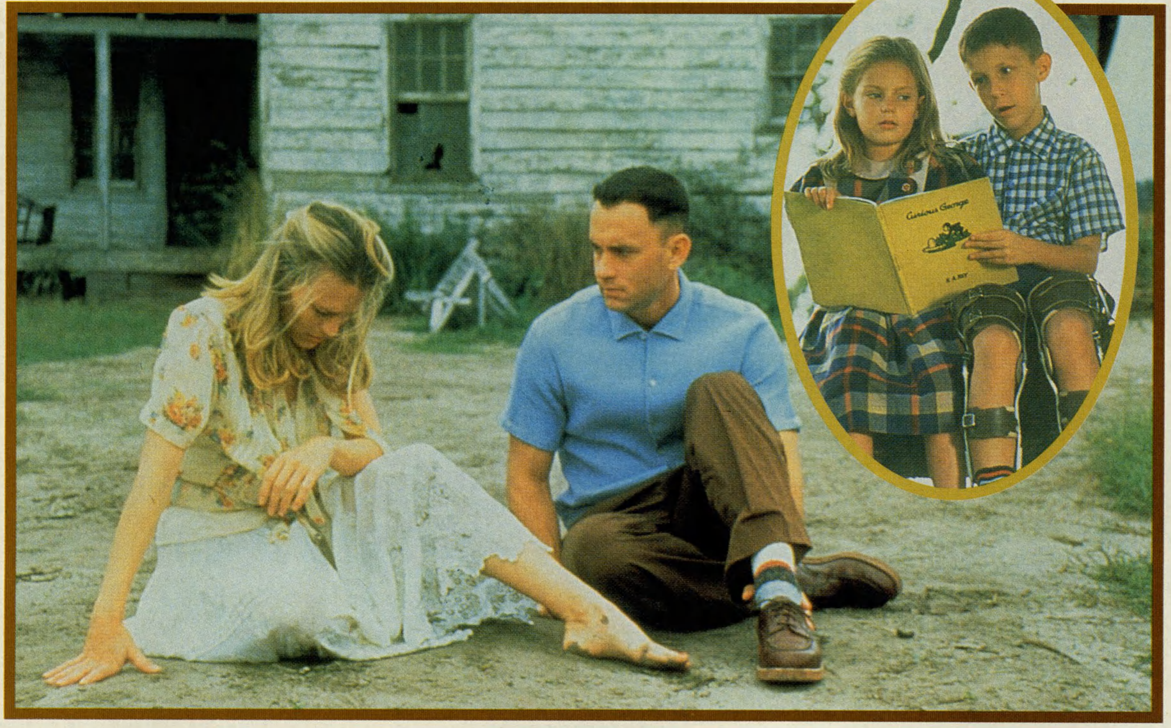


Oscar nominations, two of 1994's biggest blockbusters and a host of classic movies — CDi fans are in for a real treat this spring, says BEN SOUTHWELL



FORREST GUMP

This film is nothing short of a phenomenon. "Simple is as simple does," Gump said. Well "Forrest Gump" did over $250m at the US box office last year, making it the only serious rival to "The Lion King" for film of the year and DEFINITELY making it THE sleeper hit of all time. To prove the point, it has been nominated for several Oscars, including Best Picture and Best Actor (Tom Hanks).

Paramount thought this tale of honest simpleton Forrest Gump and his championing of traditional qualities would prove to be a hard sell. Instead, it caught the mood of the country perfectly, leaving the marketing people tripping over themselves trying to keep up. Everyone went mad for Tom Hanks' touching performance, calling the 1 800 LUV GUMP phone lines day and night, and turning this unlikely tale into Paramount's biggest hit ever.

Of course, Director Robert Zemeckis knows a thing or two about hits with "Roger Rabbit", "Romancing the Stone" and the "Back to the Future" series. But "Gump" is unlike any of those. Yes, it's very funny, and it displays some amazing technical wizardry to put Gump in scenes with John F Kennedy and John Lennon, but it's a simple, emotional parable at heart spanning thirty years of American history.

I know "Gump" has its critics, and there's been a whole debate about whether it's a reactionary story or a progressive story. But who cares, you'll love it!

Rating: ☆☆☆☆☆
Encoding: no disc. Cost: $29.98
Available: 27 April (day and date with the video)

FOUR WEDDINGS AND A FUNERAL

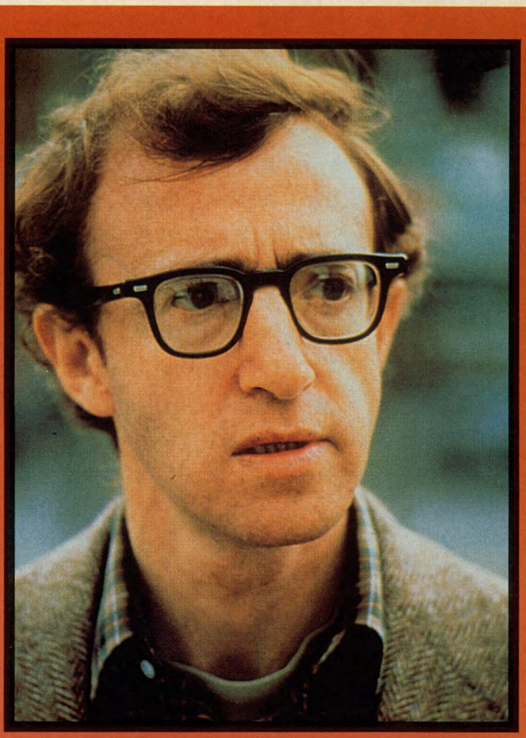
It really is a monster month for movies on Video CD. Not only is there THE sleeper hit of all time, we also get THE most successful British film EVER. It made more than $50m over here alone and has been nominated for a couple of Oscars.

When it comes to pomp and circumstance, the British are in a league of their own, and writer Richard Curtis was very clever in tapping into the rich vein of comedy that British society weddings offer.

Hugh Grant stars as roguish bachelor Charles as he and friends make their way through, of course, four weddings and a funeral. At the first wedding, Charles falls hopelessly for a beautiful American lady and spends the rest of the film pursuing her. Yet this clever and very funny comedy is far from predictable. It's a deceptively simple plot but it has been rigorously crafted to make it a movie that you'll enjoy time and time again.

The casting of the oh-so-charming Hugh Grant as the roguish bachelor and our own Andie MacDowell as the love of his life were strokes of pure genius. The soundtrack is a magnificent ode to love (including Wet Wet Wet's Love is All Around*) and the film is quite simply one of the funniest, most charming and entertaining movies of recent years.*

Rating: ☆☆☆☆☆
Encoding: no disc
Cost: $29.98
Available: April



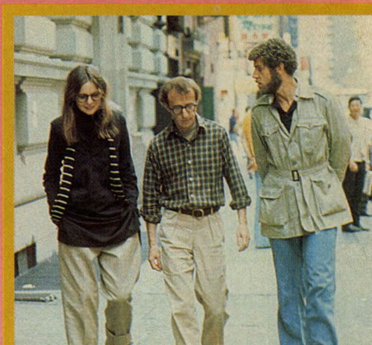
ANNIE HALL

Before his private life became more newsworthy than his work, Woody Allen gave us some brilliant movies and many would argue that "Annie Hall" is the best of the bunch. Released in 1977, it tapped a nerve across the country winning four Oscars (including Best Picture, Actress and Director), creating new trends in fashion, and making Allen a star into the bargain.

It's a semi-autobiographical movie that apparently reflects the relationship between Allen and Diane Keaton (her family name is Hall). As you'd expect from the man who gave us "Play It Again Sam" and "Love and Death", it's hyterically funny to watch. What surprised me at the time was the emotional depth of the movie from a man previously seen as a comic.

It's delicious to watch, with any number of scenes competing for favourite bit on repeated viewings. Do you choose the chat up scene with the sub-titles? Or the one cooking lobsters? Personally, I still rate Keaton's drophead VW Beetle and her eccentric driving top of the list. If someone's a lousy parker I still use that great line: "I'll walk to the curb shall I?"

For trivia collectors, you might like to look out for early appearances by Sigourney Weaver and Jeff Goldblum, but, please, not until you've enjoyed the sheer quality of this classic movie.



Rating: ☆☆☆☆☆
Encoding: no disc
Cost: $29.98
Available: April

MOVIE watch

BENNY & JOON

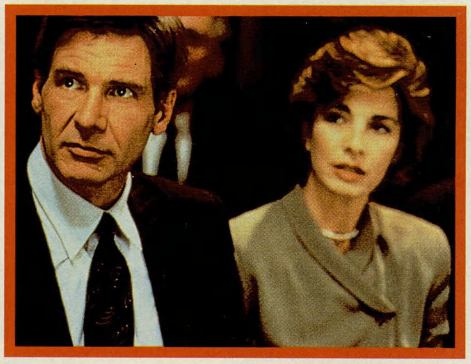
If a romance between a young artist with a mental illness and a guy who believes he is Buster Keaton reincarnated sounds like a recipe for an unbearably syrupy, gooey tale — relax. "Benny & Joon" is a wonderfully light comedy that, if you let it, will surprise and captivate you.

Johnny Depp is excellent as Benny, the young Keaton wannabee. His mimicry and comic touch show qualities I for one never knew existed. His romance with Mary Stuart Masterson's painter is funny, touching and magical. Aiden Quinn does well with the rather thankless role of Joon's responsible older brother.

So what if it descends into whimsy every now and then. "Benny & Joon" is out there on its own. Of course, it's hugely romanticised and totally unreal, but it's all done with such affection and lightness of touch, I couldn't help smiling, and there are far worse things the movies can do to you.

Rating: ☆☆☆ Encoding: no disc. Cost: $29.98. Available: April

CLEAR AND PRESENT DANGER



The third film to feature Tom Clancy's Jack Ryan, for my money "Clear and Present Danger" is the best of the bunch (Ryan really is fast becoming a Bond for the Nineties). I was in just the right mood for this complex tale of intrigue and revenge in the war between South American drugs barons and the US Government.

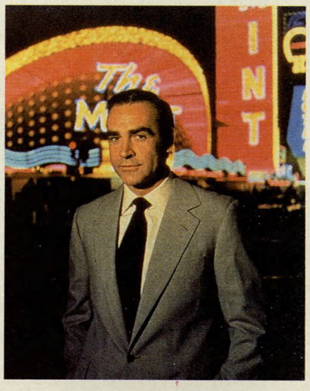
Clancy usually writes stories that focus our minds on the corruption and deception elsewhere. This time he's chosen our own Government to point out the grey areas between right and wrong and he takes the story to the highest level of authority.

The adaptation by writers like heavyweight John Milius ("Apocalypse Now") translates well to the screen, although it's been criticised by some for being too talky. True, there are many scenes of men in suits, but director Philip Noyce ("Patriot Games", "Dead Calm") also gives us some stunning action scenes. The ambush on a convoy of American diplomats is one of the best sequences I've seen for ages.

Harrison Ford is excellent as ever as Jack Ryan, even though this time he's not actually given that much to do until the disappointingly formulaic finale. He gets strong support from Willem Dafoe and James Earl Jones. However, the performer I think most deserving of attention is Anne Archer who surely should get an award for "Most Thankless Female Role Of All Time" as Jack Ryan's wife.

Rating: ☆☆☆☆ Encoding: no disc
Cost: $29.98. Available: March

DIAMONDS ARE FOREVER



This is the first film that I can remember wanting to go and see and it began my longest love affair to date — 24 years of utter and total devotion to the movies. So I hope you understand that any view I have of "Diamonds Are Forever" is more than a little biased.

Following the relative failure of "On Her Majesty's Secret Service", Sean Connery was persuaded to return for what he said would DEFINITELY be his last time as Bond. If I remember rightly the persuasion involved a huge fee that he gave to a Scottish charity.

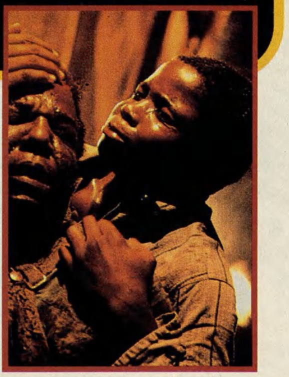
It's great to see Connery back, but "Diamonds Are Forever" is far from the best of Bond. It is actually way over-the-top and almost camp in tone. The plot is similar to previous Bonds with Blofeld (played by Charles Gray here) attempting to hold the world to ransom, this time using a Star Wars-style laser in space.

The gags come thick and fast and there are set pieces aplenty, but it's almost as if they've started making fun of the whole thing. Still, even camp Bond is better than no Bond. Great car chase; Shirley Bassey belting out one of the most memorable theme tunes; two female body guards called Bambi and Thumper. Like all Bonds, it definitely has its moments.

Rating: ☆☆☆ Encoding: no disc
Cost: $29.98. Available: April

Back in the hot seat: Connery returns as Bond to duel with Blofeld

RATINGS:
☆=poor ☆☆=average
☆☆☆=good
☆☆☆☆=very good
☆☆☆☆☆=excellent
The films featured are from Paramount Pictures, MGM/United Artists and PolyGram Video



MISSISSIPPI BURNING

Mississippi Burning" is based on the true story of the disappearance of three civil rights workers in the deep south in the 1960s. It aroused a great deal of controversy when released, being criticised for concentrating solely on the role of white activists in the struggle against racism.

Gene Hackman and Willem Dafoe play two FBI agents investigating the disappearance. One is an agent who does everything by the book, the other an old hand steeped in the ways of the south. Both are excellent. I can't remember a bad performance from Hackman in the last ten years, but here he is at his very best. In fact, it's an extremely well made thriller with a real message that deserves to stand alongside films like "Witness" but somehow missed out on its share of attention. It was nominated for seven Oscars, but won only one, for cinematography. This despite being one of director Alan Parker's best films, a hard-hitting, thought-provoking movie that brings the tensions and emotions of the early 1960s back to life with real vigour.

If you ask me, it's definitely worth another look.

Rating: ☆☆☆☆ Encoding: no disc
Cost: $29.98. Available: April

ANDRE

Remember "Free Willy" the touching story of the friendship between a young boy and a killer whale ? Well, "Andre" is the same, only with a seal. Now that means a lot more action from the creature involved and a lot more opportunities for comedy.

As with "Free Willy", this is sort of based on a true story, but what you really need to know is, will it entertain the kids? I'd say yes to that. Okay, so it's not as powerful as "Free Willy" and hasn't had as much attention. But seals are terrific animals and Andre is no exception. When he gets separated from his family he is rescued by an animal loving harbour master called Harry (Keith Carradine) and his daughter Toni (Tina Marjorino). There is, of course, a baddy in the shape of a local fisherman who blames the seals for his poor catch but, most important of all, there are lots of chances for Andre to show off his basketball, dancing and other assorted skills.

It may be a bit predictable, but it's still a lot of fun.

Rating: ☆☆☆ Encoding: no disc
Cost: $29.98. Available: April

STAR TREK - THE MOTION PICTURE

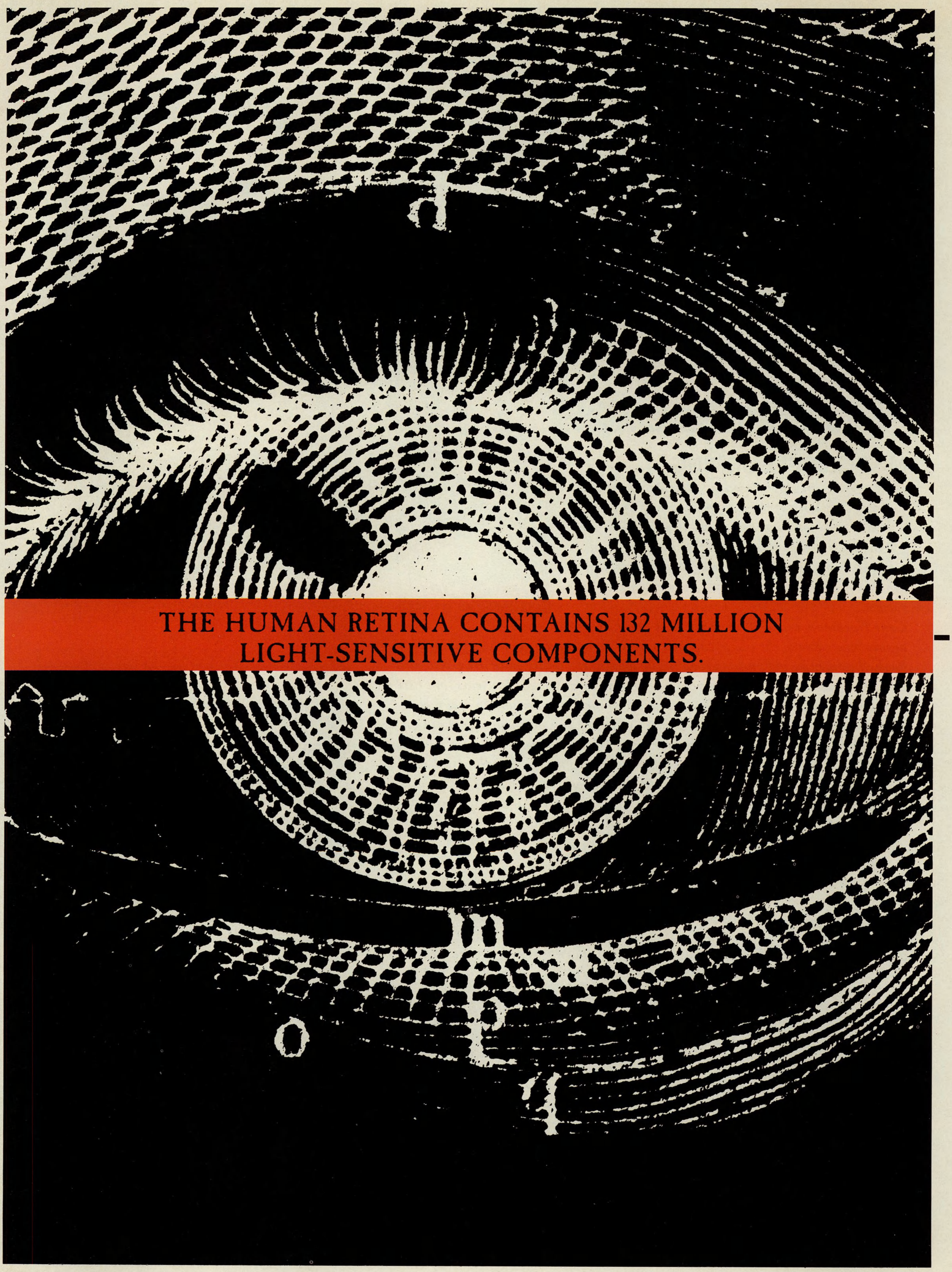
As "Generations" marks the successful cinematic debut for the cast of "The Next Generation", this CDi version of "Star Trek" — The Motion Picture" gives you a chance to remind yourself how the veterans fared with their first outing on the big screen.

After a decade of rumours and false hopes, the original crew of the USS Enterprise finally boldly made the leap into movies in 1979 following the success of "Star Wars" and "Close Encounters of the Third Kind". While the story — a strange all-powerful force approaches Earth threatening everything in its path — may be a bit on the slow side, it was still great to see Kirk and co back in action. The special effects are the best that money can buy and were rightly nominated for an Oscar, as was the sweeping music which should sound wonderful on CDi.

Trekkers starved of new material queued round the block for this and turned it into one of the biggest hits of the year, easily passing the $100m mark and setting off one of the most successful science fiction film series of all time.

It may be a bit long, and far too talky for its own good, but any film that brings back Kirk and the rest gets my vote any day.

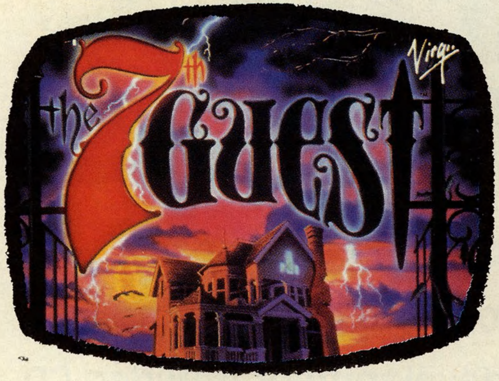
Rating: ☆☆☆ (☆☆☆☆ for Trekkers!)
Encoding: no disc. Cost: $29.98
Available: April


THE HUMAN RETINA CONTAINS 132 MILLION
LIGHT-SENSITIVE COMPONENTS.

*Suggested retail price. Games require optional Digital Video cartridge. Space Ace and Dragon's Lair © 1993, 1994 Don Bluth Ltd. Licensed exclusively to Super Club. The 7th Guest © 1993 Philips Interactive Media International Limited. Licensed by Virgin Interactive Entertainment (Europe) Ltd. The 7th Guest and Interactive Drama are trademarks of Virgin Interactive Entertainment Inc. Virgin is a registered trademark of Virgin Enterprises Ltd. © 1993 Virgin Interactive Entertainment (Europe) Ltd. and Trilobyte Inc. All rights reserved. Mad Dog McCree is a trademark and licensed product from American Laser Games, Inc. © 1990, 1993, 1994 © 1994 CapDisc. International Tennis Open © 1992 Philips Interactive Media France and Pathé Interactive. All rights reserved. Compton's Interactive Encyclopedia © 1992 Compton's New Media, Inc. All rights reserved. © 1994 Philips Media. All rights reserved.

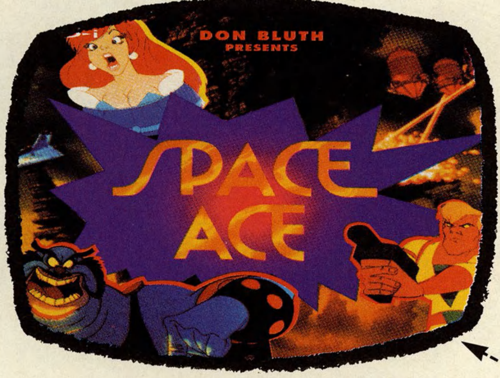
The 7th Guest

"This gorgeous game marks a new standard…beautifully rendered computer images, with tons of live-action video thrown in, heighten the ghastly game play." *Gamepro*



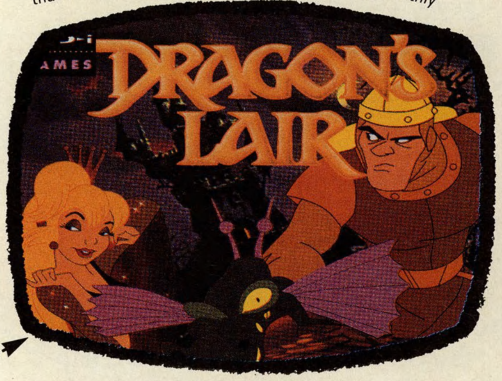
Space Ace

"Space Ace is a blast to play and is truly faithful to the original coin-op. The digital video is perfect and the game controls great." *Electronic Gaming Monthly*



Dragon's Lair

"The Sega CD version suffers from lack of control and grainy graphics. The 3DO graphics…and sound just can't match up to the incredible job that was done on the CD-i." *Electronic Gaming Monthly*



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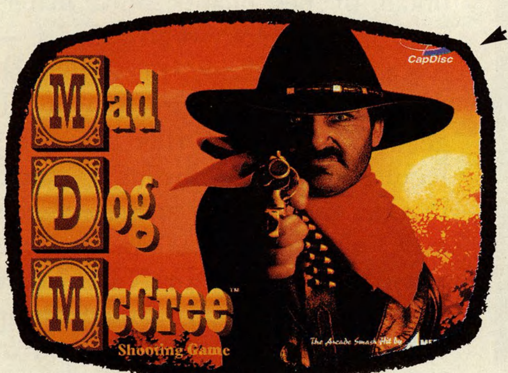
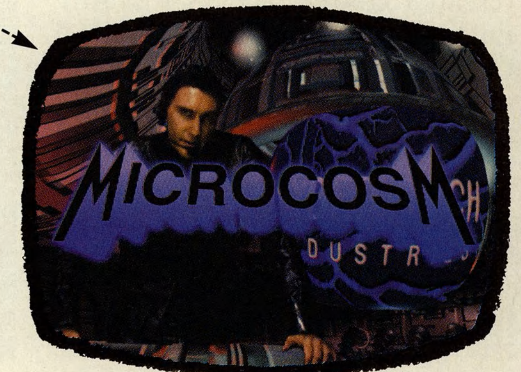


"…outperforms all others…packaged with a quality light gun, the CD-i version allows faster aiming, immediate response…instantaneous cuts…" *Electronic Games*

Mad Dog McCree



"Microcosm on CD-i is 100% absolutely, positively the best version period. It puts all other game systems to shame…excellent sci-fi adventure." *Video Games*

Microcosm

So, you've already played these games on other formats. Good. Then you'll be the first to appreciate the full-on sonic and visual overhaul CD-i has made on them. Remember the blurry, pixilated graphics? The dime-store sound effects? Well it wasn't your vision and hearing that sucked. We've replaced them with razor-sharp video and digitally crisp audio. And those with quicker reflexes than the average 80-year-old will dig the faster response time. But we've bent your ear long enough. Experience the classics on CD-i for yourself. After all, you've got 132 million photoreceptors leaning dangerously towards the snooze button.

CD-i

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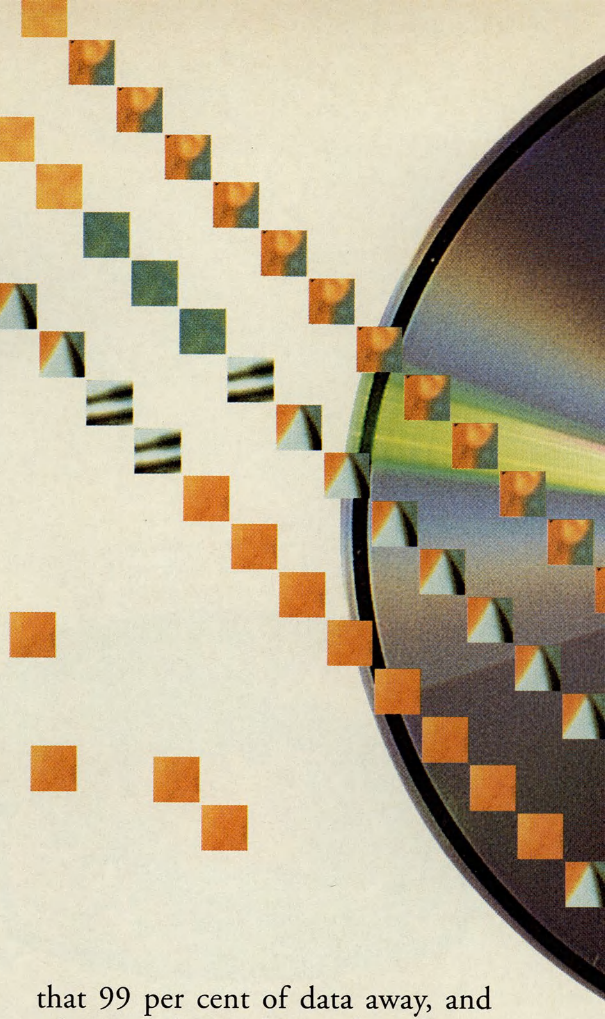
PHILIPS MEDIA

DIGITAL MASTERS



ANDY CLOUGH goes behind the scenes at the Philips Research Laboratories to meet the boffins who are pioneering the development of Video CD

Will Video CD be the next mass-market entertainment format to take the world by storm? That is the question on everybody's lips in the consumer electronics industry, and European and Japanese hardware manufacturers are queuing up to show off their latest prototypes.

But none of this would have happened if Philips hadn't made the impossible possible — by putting video onto a standard five inch compact disc. It is the work carried out by the Philips team at the company's research laboratories in Redhill, England that has finally made Video CD a commercial reality.

The buildings at Redhill may look like an old school science block, but the work that goes on within is groundbreaking stuff. The boffins here have worked on the development of some pretty successful products: colour television, cassette tape, audio compact disc and more recently CDi.

But what is really putting the Redhill team on the map is the work being done on the encoding of Video CD. Early films on CDi, which were encoded to the CDi-only Green Book standard, were of variable quality. Transferring film to CD is no simple task, as the guys at Philips will tell you. Much of the problem lies with the fact that the MPEG 1 (Motion Picture Experts Group) format used for Video CD requires 99 per cent of the data from the original video to be thrown out when a film is transferred to CD. Some deterioration in quality is therefore inevitable.

The boffins at Philips have spent many hours working out how to improve the encoding process. One of the first companies to become involved in the process, it has a head start over many of its rivals. Some of the best digital video transfers — such as "Top Gun" and "Star Trek VI" — were overseen by the Redhill team. Today, much of the day-to-day work of converting films on to disc takes place at Philips's dedicated Video CD plant at Hasselt, Belgium, but Redhill still works on pushing the limits of what can be achieved with digital conversion.

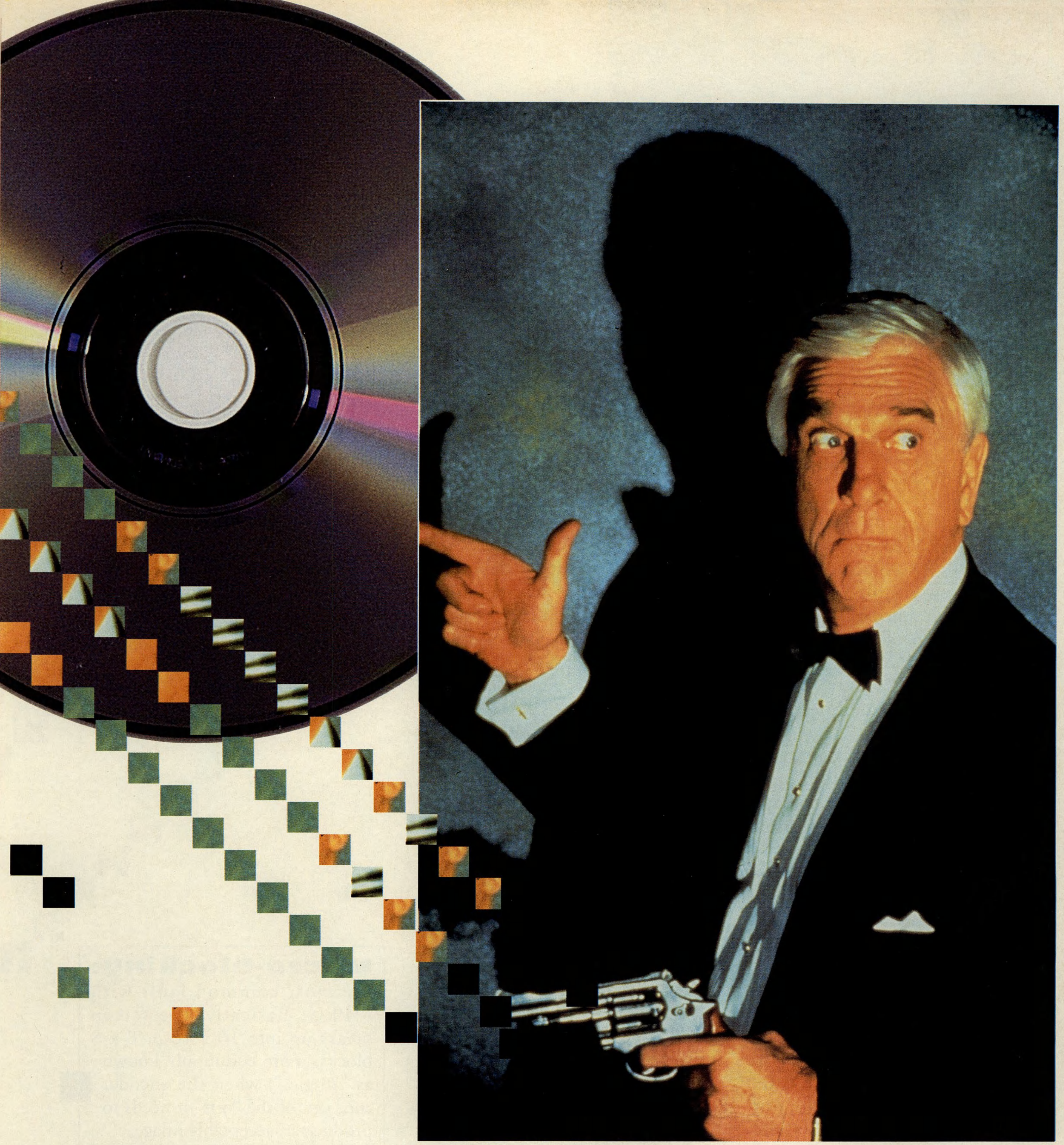
> **"To get 74 minutes of video and sound onto a CD you have to lose 99 per cent of the original data"**

Ian Fagg, the studio manager at Redhill, explains: "It all depends on the quality of the original material you are given to work with. A D1 digital master tape is our preferred format. Remember, to get 74 minutes of video and sound onto a CD you have to lose 99 per cent of the original data. It is how you throw that 99 per cent of data away, and what you keep, that makes all the difference."

Fagg and his team have spent many frustrating hours trying to obtain the best quality source material from the Hollywood studios — not always with ease. It is very much a case of put rubbish in and you will get rubbish out. Often the assets required would be missing or stored in a less than perfect format, such as a D2 tape which has already been encoded for PAL or NTSC (the British and American broadcasting systems). D1, Digital Betacam or D5 tapes are still the best options, says Fagg.

The best mastering materials are D1 digital video tape for the visuals and Digital Audio Tape (DAT) for the soundtrack. D1 will produce a brighter, more colour-true result with fewer of the digital artefacts (or blocking) that are such a problem with Video CD. For example "Star Trek VI", which is one of the best-encoded films to date, was sourced from a D1.

"We have changed perceptions in Hollywood on what constitutes acceptable quality," says Fagg. ▶



ONE DISC OR TWO?

Current Video CDs require two or three discs for a full-length feature film. Following the announcement that the industry is working towards a new standard for high density Digital Video Discs (DVD) that will carry at least 135 minutes of film, what are the implications for MPEG 1 Video CD?

For a start, the new standard has not yet been set, which can be a lengthy process. In addition, there are no DVD high density disc players currently available. Even if these are ready for production next year, they are likely to be considerably more expensive than existing Video CD compatible systems such as CDi. Sony and Philips's proposal for a high density disc emphasises the importance of backwards compatibility with MPEG 1 Video CD formats. Any new hardware would have to play existing audio and Video CD discs, say the two companies, and this is likely to be an important consideration in setting the new standard.

A true mass-market for DVD systems is still some way off.

EARTH COMMAND

Simon Turner (above left) and Ian Fagg (above right), the brains behind Video CD

"Many film studios now re-transfer masters onto D1." Once a suitable master has been obtained, the encoding process begins. The Philips Research Labs use a Silicon Graphics Onyx costing a cool $225,000. There has been much talk in recent months of "real-time" encoding, in which one minute of film takes one minute to encode. But Philips prefers to stick to a 1/40th real time encoding ratio which means each second of film takes 40 seconds to encode. Fagg admits real-time encoding is feasible, but that the quality will suffer. "Our encoder does much more work than it originally did — and does it better — but not faster. It is still a choice between fast and dirty and slow and clean."

One of the problems with MPEG is that it finds certain scenes difficult to handle. Lots of fast movement, such as car chases or panning across a rock stadium, are a perennial nightmare. Take a look at some of the independent Video CD titles that have been released over the past year, and you'll see what we mean. Rock concerts, in particular, can come out looking extremely murky.

A lot of the work at Redhill goes into cleaning up any problems once the first encoding has been done. It is not just a question of running the tape through the computer and leaving it at that. After the first encoding, certain scenes in a film may still not be quite right, so Fagg and his team will go through the entire film picking up on any problem areas. Difficult scenes can then be re-encoded with different settings. Usually, an encoded film is divided into 200 sequences of 30 seconds each so that any one sequence will take 20 minutes to re-encode if necessary.

Eliminating any glitches inevitably leads to some compromises. With MPEG, it is a question of opting for either a smoother, slightly softer picture (generally preferred for European titles) or a sharper image but with slightly more blocking (preferred in the US).

The audio is encoded separately at about 30 times real time. Audio will match what is on the master tape, so will be mono, stereo or Dolby Surround Sound depending on what's there.

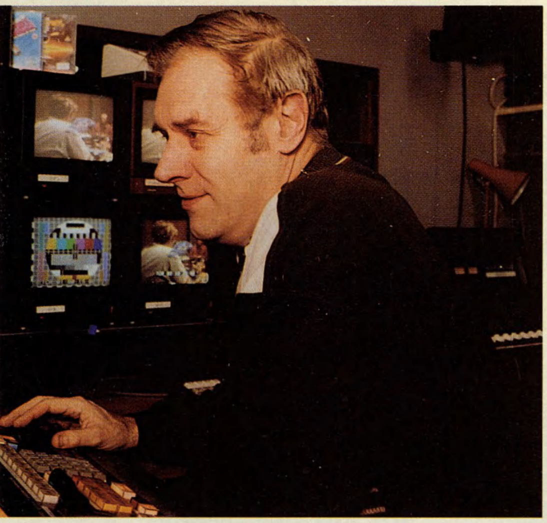
Once the encoding is complete, a WORM (Write Once Read Many) disc is built and checked to see that it plays back properly.

The WORM is then sent to the appropriate film studio for approval, a process that can take a while if the studio executives, the film's director — and possibly the stars in it — have to give the OK.

Getting approval, planning the marketing and distribution of the disc and its final manufacture often take far more time than the actual encoding process, which is why talk of "real-time" encoding is somewhat academic, says Fagg. The final Video CDs are pressed at one of five dedicated production lines at Hannover.

Macro-blocking: the most common fault with MPEG. Basically, the screen breaks up into 16 x 16 or 8 x 8 blocks, more commonly known as "jaggies", when the encoder runs out of the "bits" it needs to produce an acceptable image.

This attention to detail may seem pedantic, but Philips is acutely aware that the quality of the final film is what will make or break Video CD as a mass-market format. Already, some companies have jumped on the Video CD bandwagon and have produced discs that are, to say the least, less than perfect. May the perfectionists win.

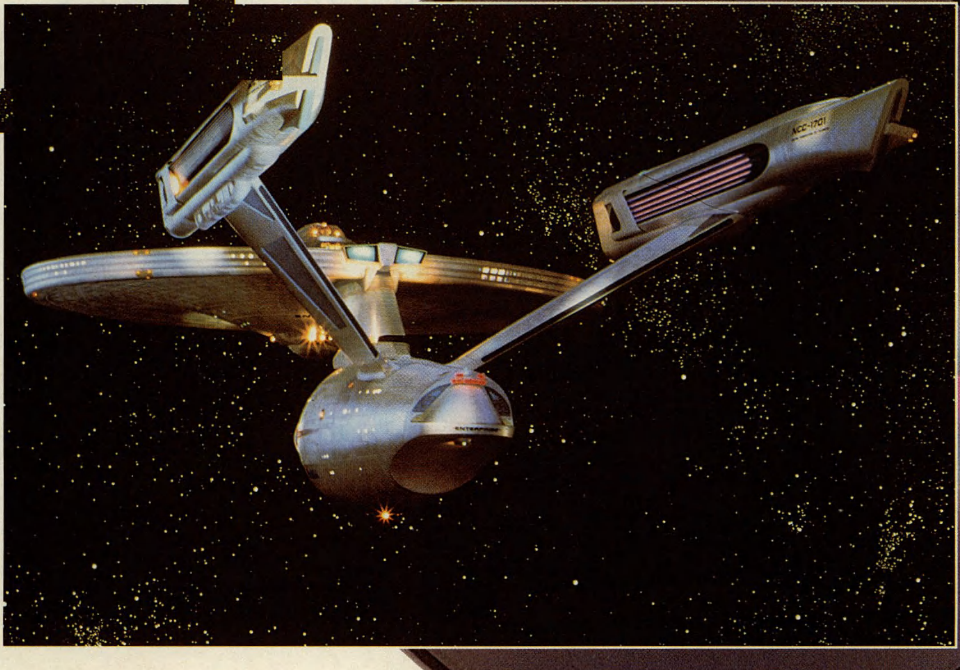


Digital rain: this is general background instability. Small objects such as a tree can appear in one frame, disappear in the next, and then reappear several frames later in a slightly different position. Very confusing! But the boffins at Philips have now developed a way of keeping such movements to a minimum.

WHAT ABOUT WIDESCREEN?

So far only "Apocalypse Now" has been encoded to the widescreen format. Philips says it will consider releasing certain future films in the widescreen format where appropriate. But the company says consumer research has shown that the majority of home-based video viewers prefer the full-screen format to widescreen. Most future releases will therefore be full-screen, but Philips says it is sensitive to the benefits of widescreen for certain specific titles.

Mosquitoes: a heat-haze effect around certain moving on-screen objects.



MPEG 1 VERSUS MPEG 2

Will MPEG 2 be the solution to all MPEG 1's problems? Not necessarily, according to Simon Turner, head of Philips Interactive Media at Redhill Research Laboratories.

Turner is one of the people who invented CDi and is a member of the Motion Picture Experts Group that has set the MPEG 1 and MPEG 2 standards. As ever in the world of new technology, things are never just black and white.

"MPEG 2 isn't necessarily better than MPEG 1," says Turner. "MPEG 2 has been created mainly for broadcasters. If you are running video at over 4 megabits/second, then it is best to use MPEG 2. If running at less than that, you can use MPEG 1 or 2."

But hang on a minute. MPEG 1 has a resolution of 352 x 288 compared with the MPEG 2 spec of 720 x 576 which means MPEG 2 should give a much clearer and more detailed picture. So what's the problem?

Basically, the performance of both standards depends on the rate at which you feed them the data.

Running MPEG 2 at, say, 1.5 to 2 megabits/second won't produce noticeably better quality than MPEG 1, says Turner. Run both standards at 3 to 4 megabits a second, and it's too close to call.

And to play an MPEG 2 disc requires a larger processor and at least 2MB of RAM, so the hardware would inevitably be much more expensive than existing MPEG 1 players, which require only 0.5 MB of RAM.

"The basic costs dictate that whatever the quality, MPEG 2 is not going to happen as a mass-consumer product for a very long time. MPEG 2 running at 8 megabits/second will produce a superb picture, but the cost of the decoder will increase dramatically," says Turner. "And MPEG 2 will NOT necessarily improve the speed/standard of games.

It would be better to use the extra RAM to improve the quality of games rather than the video."

Even if some companies do produce a consumer MPEG 2 player next year, it is likely to be very expensive. An MPEG 2 player at an affordable mass-market price is some way off.

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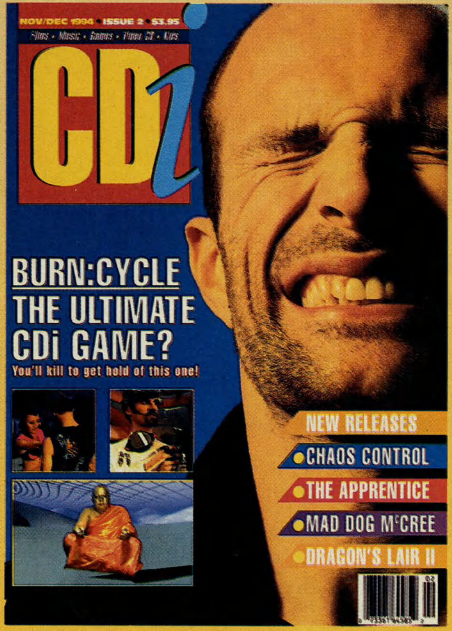
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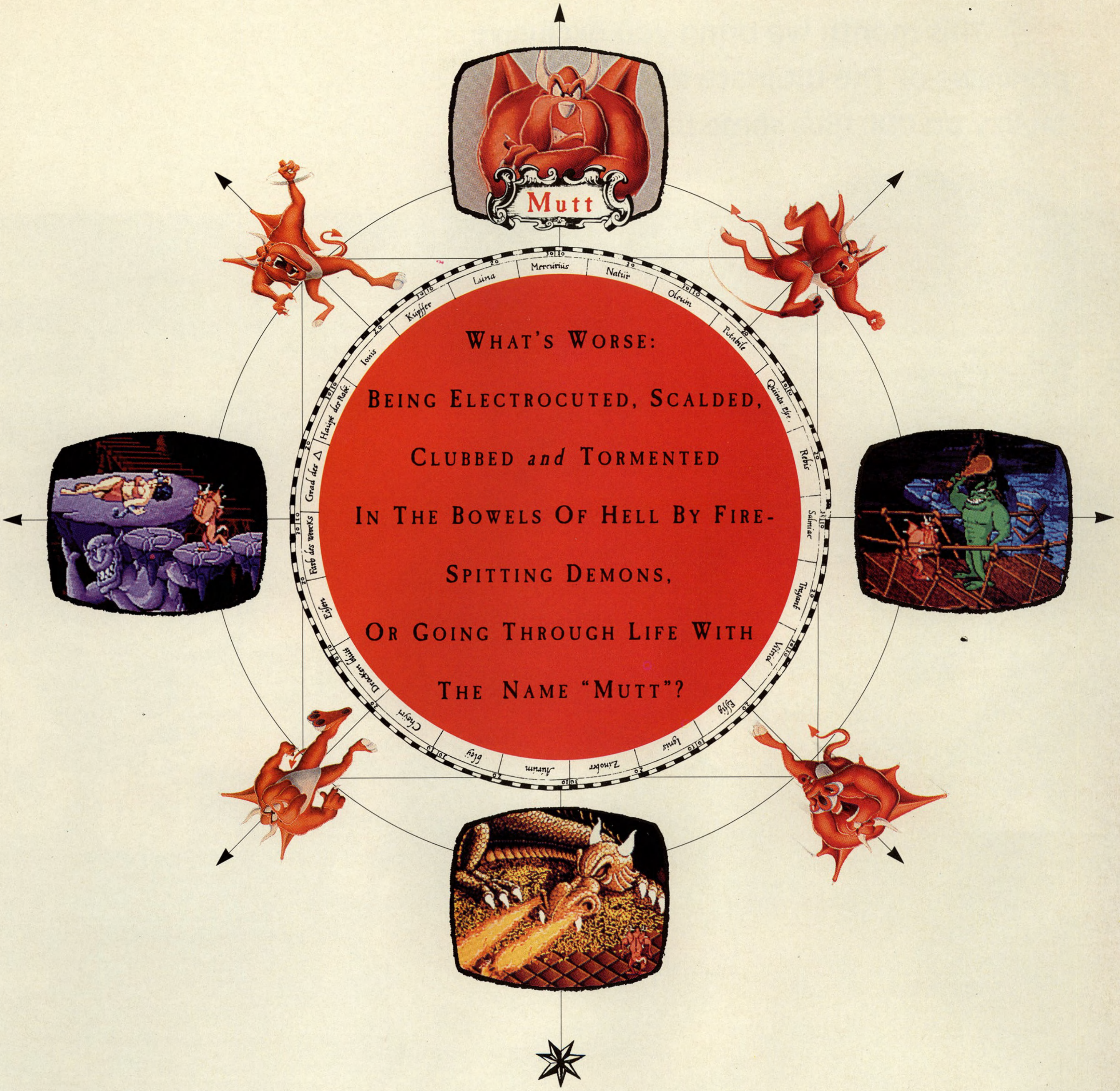
Mutt
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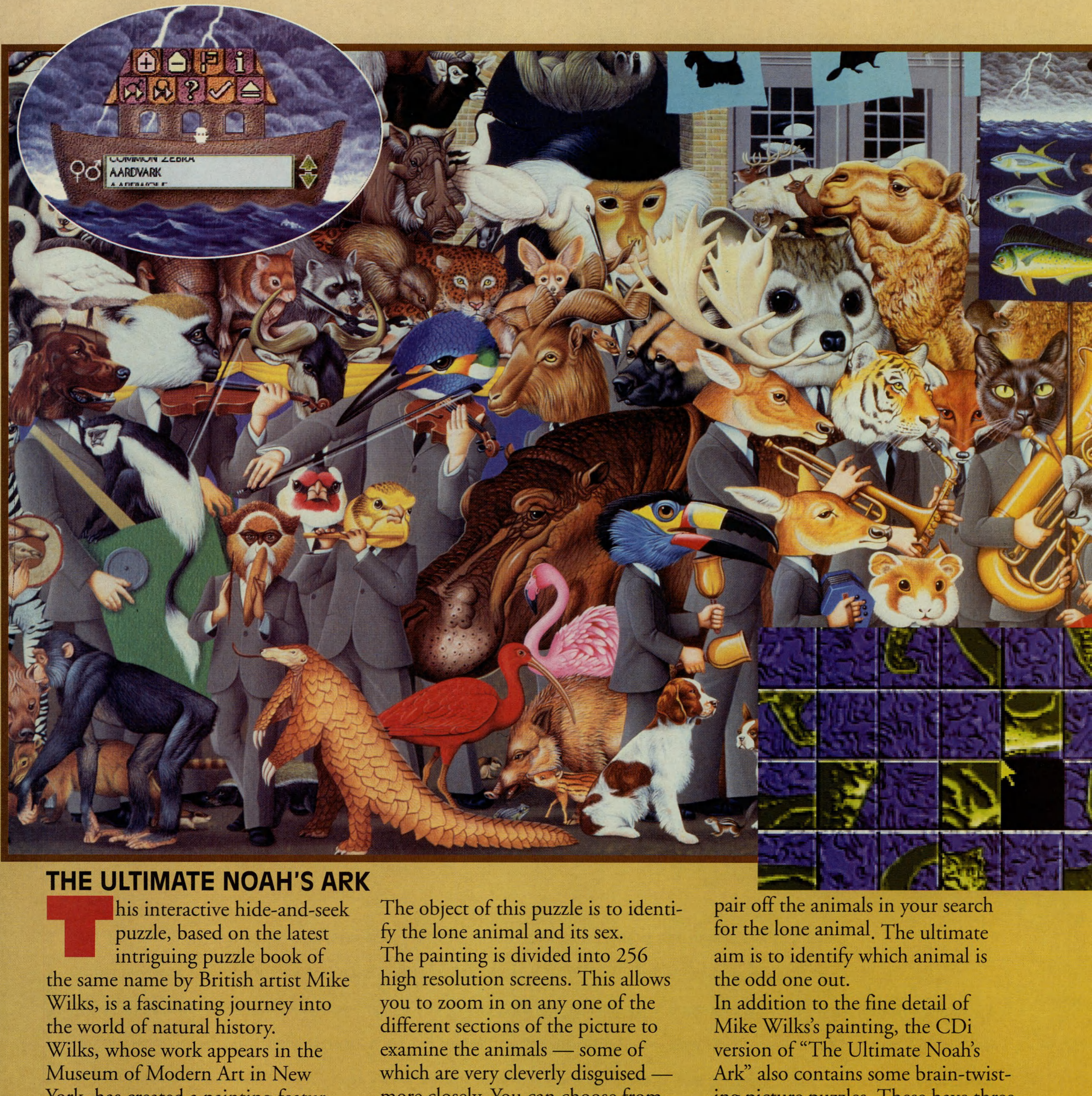
This month we bring you exclusive previews of The Ultimate Noah's Ark and Muzzy on CDi. Plus some regular classics



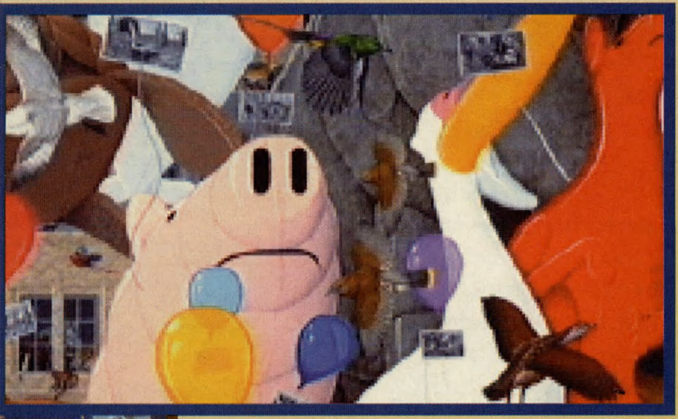
THE ULTIMATE NOAH'S ARK

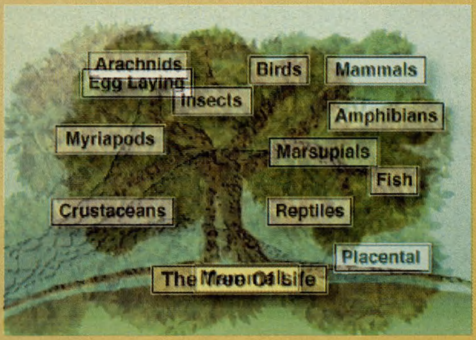
This interactive hide-and-seek puzzle, based on the latest intriguing puzzle book of the same name by British artist Mike Wilks, is a fascinating journey into the world of natural history.

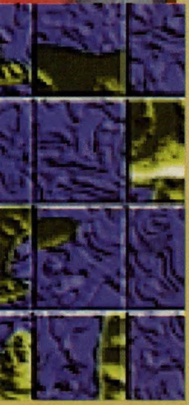
Wilks, whose work appears in the Museum of Modern Art in New York, has created a painting featuring 707 animals; 354 species ranging from the exotic to the ordinary, which all have a mate except one. The object of this puzzle is to identify the lone animal and its sex.

The painting is divided into 256 high resolution screens. This allows you to zoom in on any one of the different sections of the picture to examine the animals — some of which are very cleverly disguised — more closely. You can choose from one of three levels of magnification. A clever tagging system helps you keep track of your progress as you pair off the animals in your search for the lone animal. The ultimate aim is to identify which animal is the odd one out.

In addition to the fine detail of Mike Wilks's painting, the CDi version of "The Ultimate Noah's Ark" also contains some brain-twisting picture puzzles. These have three difficulty levels. To solve the puzzles, you must place the pointer over the section of the puzzle you wish to







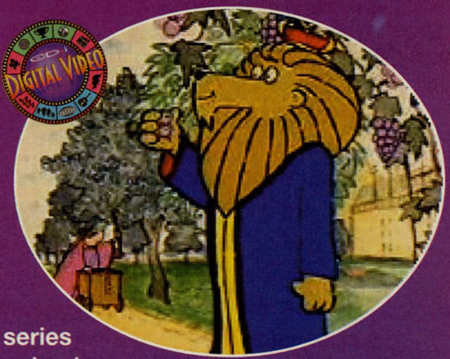
move into the empty space and click action button one. Continue moving the pieces around until the picture is complete. The disc also contains an information section which gives further details on all the species depicted in Mike Wilks's painting.

There are location and distribution maps for each species, information on species under threat, descriptions (including video shots of selected species) and a classification tree.

All the animal facts were thoroughly researched and written in conjunction with the British Museum of Natural History. It all adds up to a fine package which is fun for all ages.

Produced by Philips/Penguin

Rating: ✓✓✓✓
Cost: $24.98
Out: June



MUZZY IN GONDOLAND

Muzzy is a friendly green monster from outer space who has been helping children around the world to learn foreign languages since 1987.

The star of the popular BBC English TV series is about to make his debut on CDi. Muzzy leads a large, loveable cast of characters including Princess Sylvia, her fat mother the Queen of Gondoland, and clever Corvax, who plots to prevent Sylvia from marrying Bob the gardener. Can Bob and Sylvia defeat Corvax and find true happiness? Will Muzzy be able to help them?

This bilingual disc is in English/French. It can be used to teach English-speaking children French, and vice versa.

Muzzy contains 30 episodes, each of which consists of a Digital Video sequence, a learning sequence and a game. In all, there are 60 minutes of Digital Video. You can choose to watch Muzzy in one of four modes: Movie, Episode, Learning or Game.

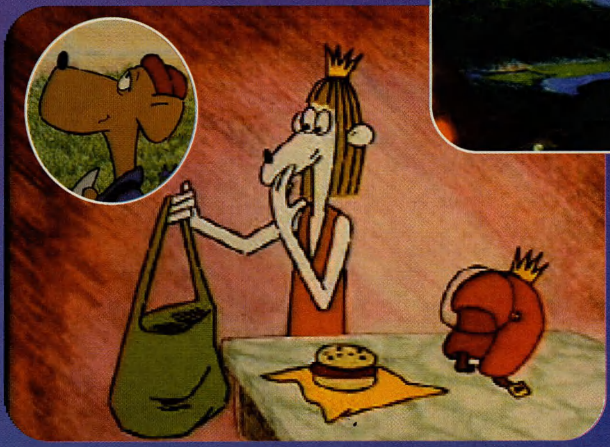
Movie mode allows you to watch the video all the way through without interruption. In Episode mode, you can watch the movie one episode at a time. In Learning mode, you can practice recognising and understanding French words and phrases. Each lesson begins with a key picture. If you click on specific parts of the picture, the audio will repeat. In the Games mode, you can play games which test your understanding of what you have learned.

Each learning sequence teaches the key points of vocabulary and language structure from the video and encourages the child to repeat them. The points made in the learning section are then reinforced in the games mode, in which children compete against the clock to score a sufficient number of points to progress to the next stage.

This is a simple and fun way for young children to learn a foreign language or improve their English. Ideal for ages six plus.

Produced by Vektor/BBC English

Rating: ✓✓ Cost: $39.98
Available: May



THE BEST OF DRAW 50

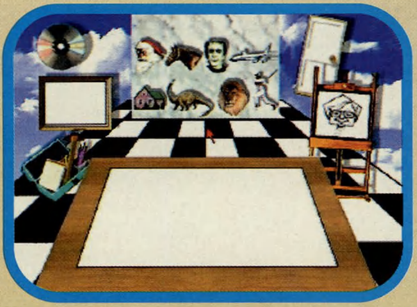
Learn to draw with renowned former Disney animator Lee Ames. He has been teaching drawing for more than 50 years. His great sense of humour and simple techniques are the perfect complement for this interactive program featuring time-proven techniques from his popular book series. All you need is a blank piece of paper, a pencil, an eraser and lots of imagination!

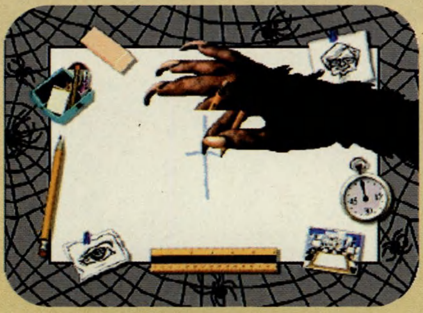
Lee takes you stroke by stroke through three levels of difficulty, from easy to challenging. You determine your own pace, one stroke at a time, stopping and starting whenever you want.

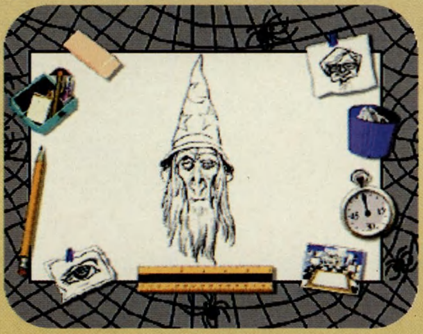
The disc contains 50 great drawings in eight categories: monsters, vehicles, dinosaurs, buildings, athletes, animals, horses and Christmas. If there's an artist in the family, this will keep them very busy!

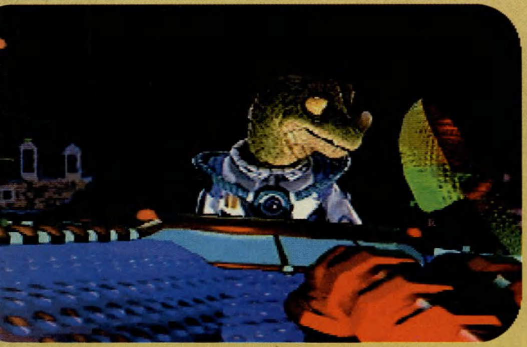
Produced by Viridis

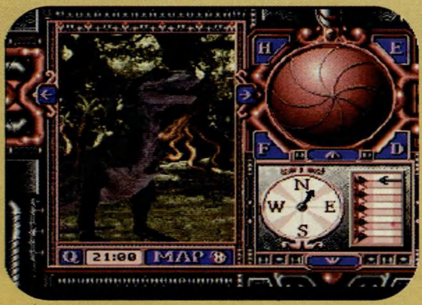
Rating: ✓✓✓
Cost: $34.98
Available: now











ZOMBIE DINOS FROM THE PLANET ZELTOID

Dateline: Earth, 200 million years ago. The planet has been invaded by Zombie Dinos who were innocent creatures before they were corrupted by the evil Harry the Harrier and his alien Brain Blobs. Wisecracking Dexter the Dinodroid has managed to escape to the present using the incredible time machine. To save the planet, your mission is to travel back in time and locate each dinosaur before the Brain Blobs take control. Dexter helps you along, with facts from the Dino Encyclopedia which contains all you need to know to save the planet. You must learn true facts about the dinosaurs to win the game. This is very much a first generation CDi title and fits into the so-called "edutainment" category. Those expecting fast and furious gameplay won't find it. This game is designed for exercising your brain cells rather than your fingers.

Produced by Philips
Rating: ✓✓ Cost: $39.98 Available: now

THE DARK FABLES OF AESOP

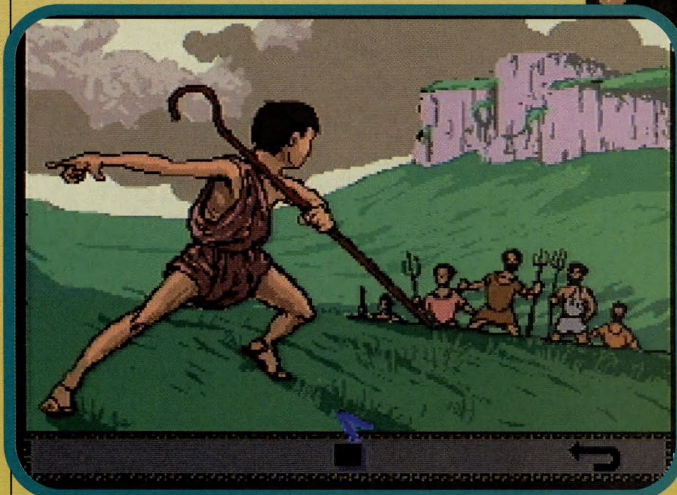
Aesop's Fables have been handed down from generation to generation. Now they have been brought to life on CDi. Actor Danny Glover's storytelling and an orignal score by jazz great Ron Carter give these 12 timeless tales a contemporary, sophisticated flavour.

Children can watch the fables individually or "play all", scroll through the stories picture by picture, or just play the animated morals. Two other sequences on the disc discuss the origins of fables and the attributes of each of the animals in the stories.

The game element of the disc features 60 mazes divided into three difficulty levels. Steer the frog to its lily pad in the easy mazes. Help the tortoise win the race before the hare beats him in the medium level mazes. And at the hardest level, get the lamb to the shepherd before three snarling, hungry wolves eat him.

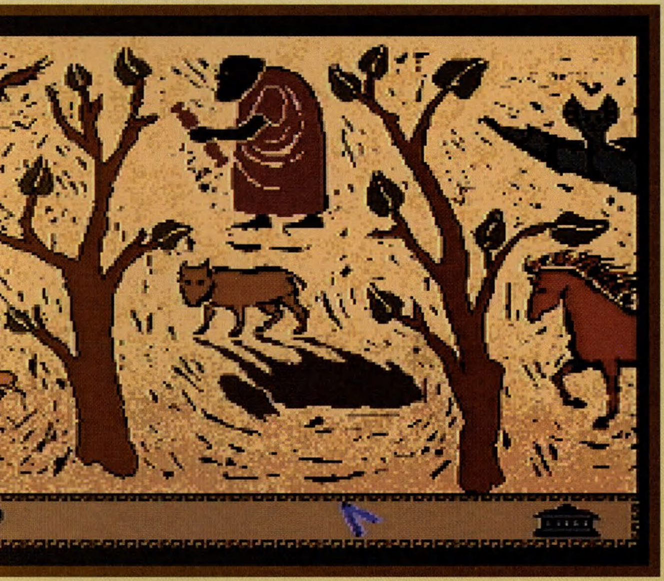
MORE DARK FABLES FROM AESOP

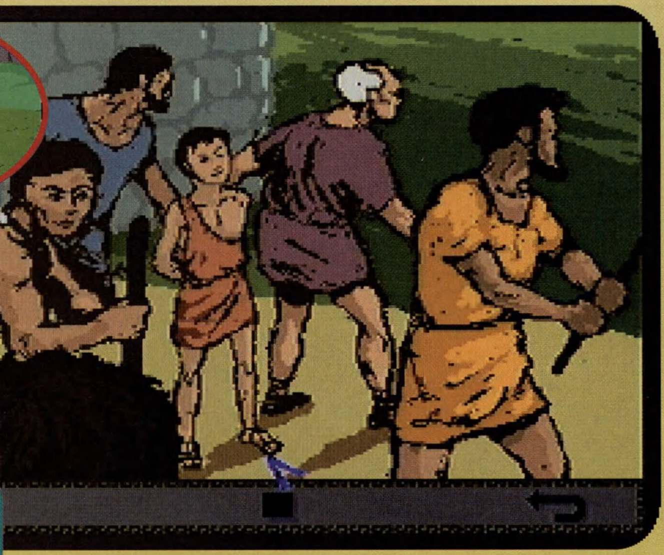
This title works in exactly the same way as the previous one, and once again features the narration of Danny Glover and the music of Ron Carter. There are 12 more tales to choose from, including *The Crow and The Pitcher, The Fox* and *The*



One of the added advantages of this disc is that the audio tracks will play on most standard CD audio players; if you want to enjoy the interactive elements, you will of course have to play it on a CDi player. Ideal for ages six and up.

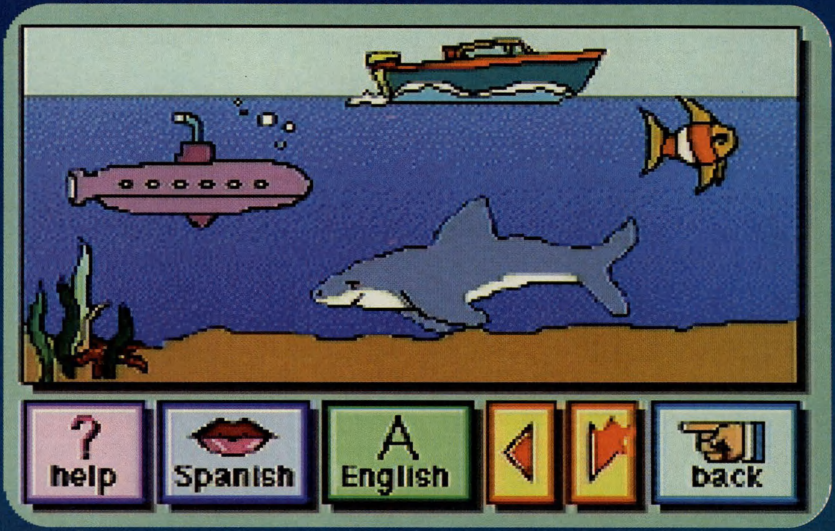
RATINGS:
✓=poor
✓✓=average
✓✓✓=good
✓✓✓✓=very good
✓✓✓✓✓=excellent





Grapes and The Lion and The Mouse. Again, you can view the story by picture, hear the story read or view the moral. And there are 36 slider puzzles with three difficulty levels: easy, medium and hard.

Produced by Philips SideWalk Studio
Rating: ✓✓✓
Cost: $29.98 each
Available: now

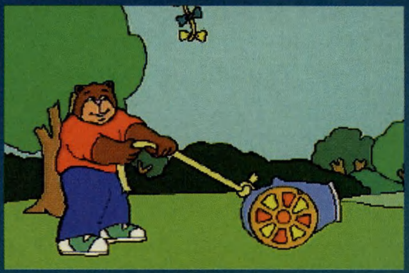


STICKYBEAR READING

Welcome to the Stickybear family (father Bedford, mother Sara and son Bumper) who help youngsters build vocabulary and reading comprehension skills, as well as English and Spanish language skills, through a series of different activities and games.

This bilingual, animated story disc enables children to hear and see words in English or Spanish, or a combination of both. They can choose from one of three activities: Sentence Builder, Sara's Word Book or Word Bop.

To select Sentence Builder, you must click on father Bedford. Kids can create sentences by selecting subjects, verbs and objects from words and objects on the screen. As Stickybear reads each sentence aloud, it comes alive in full animation.

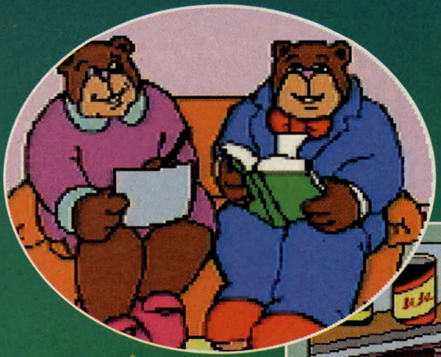


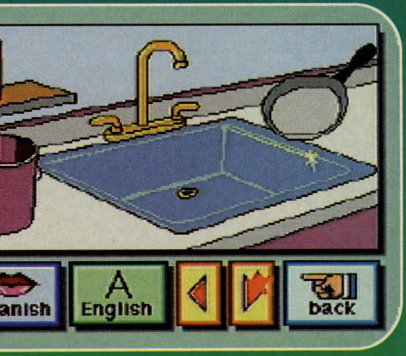
Sara's Word Book (click on Sara) allows children to select images from 20 scenes which animate. Users have to select an object, and, as Sara says its name, the word appears on screen in easy-to-read text.

Word Bop (click on Bumper) is an arcade-style game in which children use Bumper's toy canon to "bop" pictures into words and then back into pictures again.

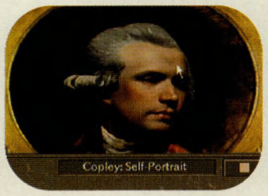
Ideal for children from four to eight, Stickybear Reading is great value as the CDi version contains the equivalent of three floppy disk programs. This is a fun way to learn, and kids are sure to identify with the ever-popular Stickybear characters.

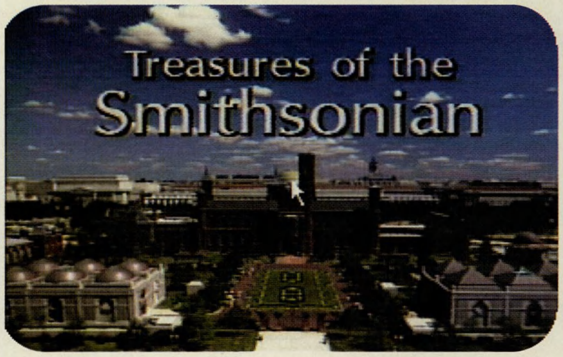
Produced by Optimum Resource
Rating: ✓✓✓✓
Cost: $29.98. Available: now

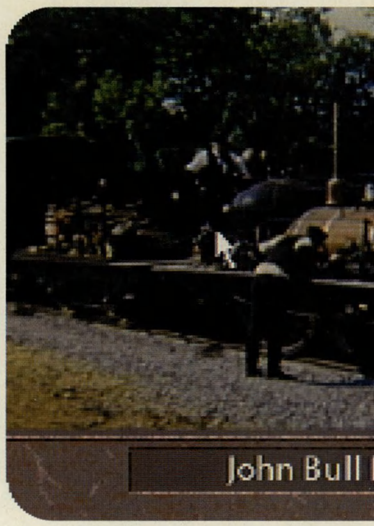




Take a tour of the Smithsonian, explore the art of 17th century Holland or read your horoscope







TREASURES OF THE SMITHSONIAN

Now you can bring the Smithsonian Institution into your own home! Explore the highlights of the Smithsonian's dozen museums without leaving your own living room. Choose from the Air and Space Museum to the National Zoo. Treasures range from the World War 1 Albatross fighter plane to a Zande Harp from Africa.

You can browse through the treasures by museum, category, date or theme. Popular columnist Edward Park provides the commentary. There are detailed notes to read (who, what, where, when) and links to explore between the different objects. Special features let you walk around an object, play its sounds or zoom in on it. One of my favourite bits is the way you can view a piece of sculpture from several different angles, the way you would if you were walking around it in the museum.

There's everything from art works by Picasso and Pollock to a Stradivari cello and a pair of Washington's teeth! Watch this disc and you will definitely learn something new every day. At $49.98, you certainly get your money's worth. Highly recommended.

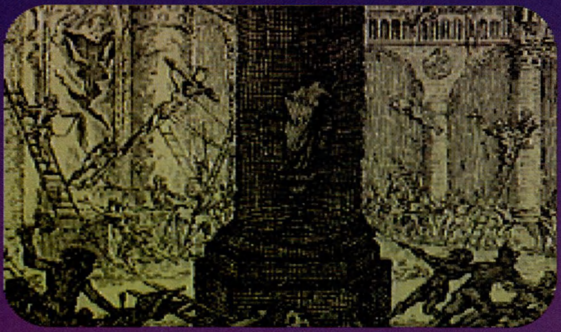
Rating: ☆☆☆☆
Out: now. Cost: $49.98

DUTCH MASTERS OF THE 17TH CENTURY

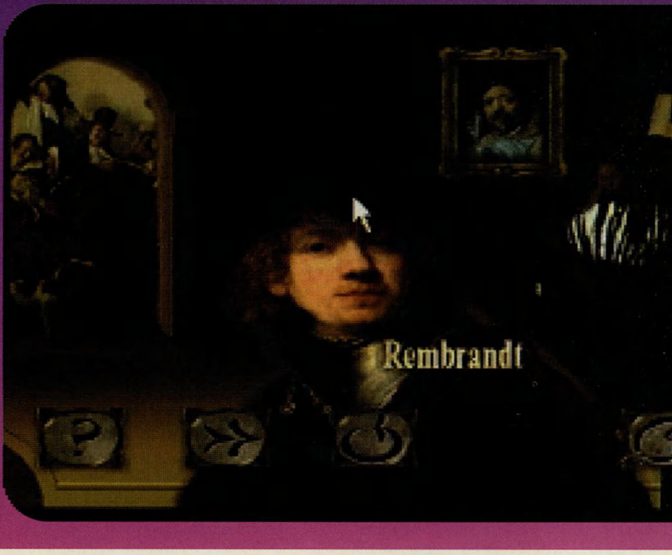
The Dutch Masters created a remarkable vision of a time, a place and a people. Using this CDi disc, you can experience 300 paintings from the five major schools of Dutch art: history, genre, landscape, portraiture and still life.

There are several ways to view the disc. For example, you can select the work of individual artists. Examine Jan Vermeer's extraordinary use of pinpoints of colour, Frans Hals' vibrant brushwork, Jan Steen's irreverence and Rembrandt's unerring sense of drama, intimate grasp of character and unique play of light and shadow.

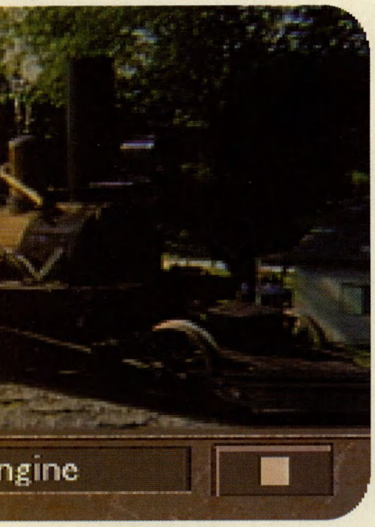
Alternatively, tour the Art Gallery with paintings by other great Dutch artists, who are listed alphabetically. Or you can select one of the five "themes" or schools mentioned in the first paragraph. Musical accompaniment is provided by the Amsterdam Baroque Orchestra to put you in the right mood for viewing. The CDi player handles the pictures perfectly, giving excellent quality digital images which you can view again and again. Unlike VHS tape, the quality will not deteriorate.



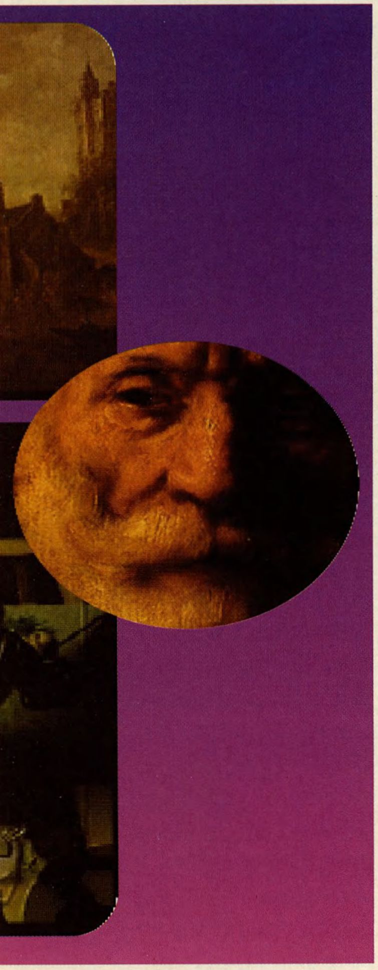
If you have spent many hours walking around art galleries, you will know how tiring an experience it can be. This CDi disc enables you to enjoy Dutch art from the comfort of your own armchair, and the excellent narration will leave you better informed, too.

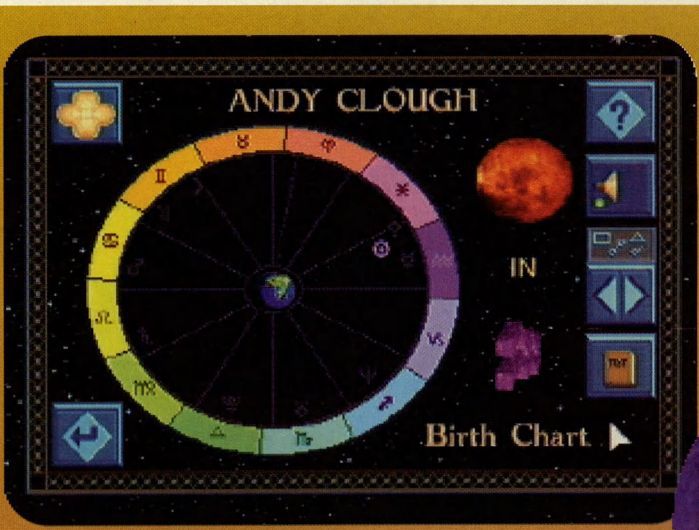


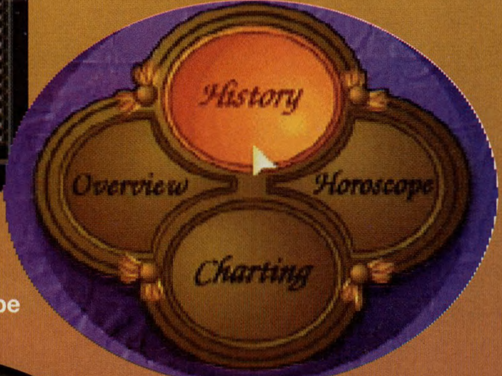
Rating: ☆☆☆
Out: now. Cost: $39.98



Ratings: ☆=poor
☆☆=average
☆☆☆=good
☆☆☆☆=very good
☆☆☆☆☆=excellent







TIME-LIFE ASTROLOGY

Are you one of those people who always reads your horoscope in the newspaper? Well now you can go one better and get your daily horoscope on CDi.

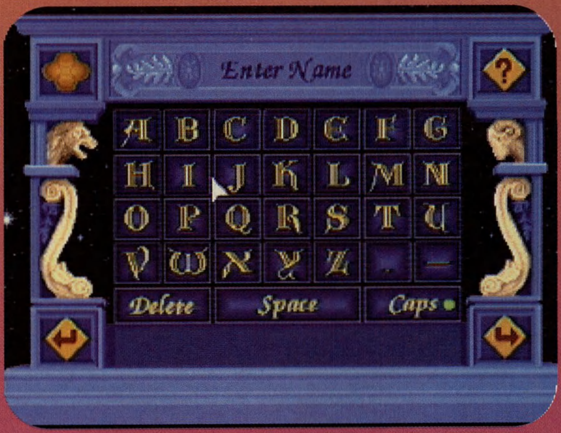
Program in the details of your name, age, place and time of birth and this disc will produce your own personalised solar chart. The voiceover will tell you how your moods will change with the planets — and you can even find out if you are compatible with a close friend or a lover!

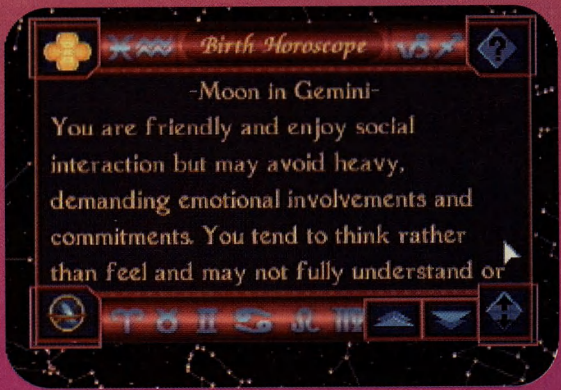
For a real laugh, compare your horoscope with that of a famous person. Malcolm X, Bill Clinton and Roseanne Barr are all in there. Do you think you are compatible with them? The CDi player will tell you the raw truth.

But there is also a serious side to this disc. There are sections on the history of astrology — divided into five chapters — covering the period from the early Babylonians to the twentieth century. Did you know, for example, that during the Second World War the Germans produced fake horoscopes for propaganda purposes to boost morale within the Nazi forces while demoralising their enemies? Or that the British used false astrological reports to lure Hitler's second in command Rudolph Hess to Scotland because he thought there was an opportunity to negotiate peace?

If you want to know more, you can also learn about the principles and terminology of astrology in the charting section of the disc.

If all this sounds rather dull, don't be put off. There is a huge amount of information on this disc which makes it an ideal educational tool. There is no flashy Digital Video, but lots of excellent still pictures. And letting the CDi player generate your own horoscope, and that of your friends, brings an element of fun to an informative title.





-Moon in Gemini-

You are friendly and enjoy social interaction but may avoid heavy, demanding emotional involvements and commitments. You tend to think rather than feel and may not fully understand or

Rating: ☆☆☆
Out: now **Cost :** $49.98

To help you through some of the trickier parts of Inca, here's a simple-to-use guide

INCA
PLAYER'S GUIDE

We've had a flood of letters and phone calls from readers who have got stuck while playing Inca. So if you've been tearing your hair out trying to work out what to do next, here are some handy hints and cheat codes from the game's developer, Coktel Vision. If you have just bought the game and don't want to spoil it, don't bother to read on.

CHEAT CODES:

These allow you to access the next level without having to play the game and solve the puzzles in the previous level.

1) 164686
2) 617487
3) 571114
4) 664232
5) 353798
6) 471889
7) 117833
8) 246711
9) 817764
10) 364666
11) 646359

If you prefer to play the game, but need some help, here is a blow by blow guide to the tricky parts in each level.

ENTRY TO INCA CITY:

Click on the hole in the ground to make a drawing on the floor which corresponds to the pattern on the sun. When the two patterns coincide, take the sun and drop it into the hole.

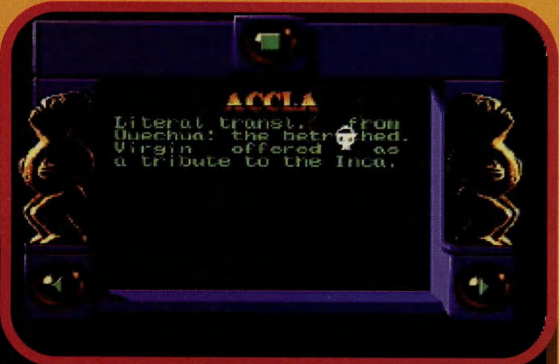
Open the vessel's command box and click on the right-hand command module. This switches on the reactor. Clicking on the right-hand command module again switches off the reactor. Clicking on the left-hand command module opens the grid.

Take the coloured stones in the reactor and put them in the melting pots in the following order: red, green and blue.

Take the Tumi blade on the door and put it in the inventory (click right).

Click on the door which now opens.

When you reach the bamboo across the passage, take the Tumi from the inventory and then click on the left knot, the right knot and the middle of the bamboo. Return the Tumi to the inventory, take the piece of gold and then take half the pieces of bamboo.



ACCLA

Literal transl. from Quechua: the betrothed. Virgin offered as a tribute to the Inca.

THE WALL WITH THE GOLDEN STAR:

Click on the central stone, put the half bamboo pieces in the two stones which protrude, click on the golden star, use the Tumi on the basin or ear of golden corn and then take the ear of corn.

The mummy will give you a message which will be useful for the next mystery. Take the coin from the inventory and put it in the impression in the wall (above the mummy).

THE ROOM WITH FOUR COLUMNS:

Click on the golden plaque and take the golden star.
Close the plaque by clicking on the outline of the star.
Turn the second column to the left twice, and use the golden star on the column which then opens.
Take Quipu (the knotted rope) and place it in the inventory.
Click on the hook: a stone star appears.
Take the stone star and place it in the inventory.
Again, open the golden wall plaque and

put the stone star in the star-shaped outline.
Put the ear of corn in the hole of the ball.
Click the arrows according to the mummy's previous instructions in accordance with the number of knots on the Quipu:
My first is of the morning (east) = 3 (east=right)
My second is of the zenith (north) = 1 (up)
My third is the evening (west) = 5 (left)
My last is of the night (south) = 2 (down)
Open the cupboards with the two keys.
Take the axe and canvas bag.
Go back to the first room in front of the standing barrel (there's a trap below but the barrel is too heavy).
Put the canvas bag next to the barrel.
Use the axe on the barrel and put the cover in the inventory.
Use the cup on the barrel and then on the bag (three times)
Take a full bag.
Go into the second room in front of the cupboard on the right and open it.
Put the full canvas bag on the lower plank.
The cannonball rolls; take the brush.
Go back to the first room, and use the brush on the standing barrel; it rolls.
Click on the trap, which opens.

THE DOOR OF THE ORATORY IN THE CARAVEL:

Click on the rings three times.
Take the crucifix and candelabra.
Put gold and stone in the empty hands.

IN THE CLOUDS:

Use the crucifix on the font.
Take the sensor and put it on the stele.
Put the candelabra on the stele.
Take a taper and light the sensor.
Use the cup in the font and give it to St Peter.
Take his key and use it on the door.

IN THE ORATORY:

Click on the cross in the following order: top, bottom, left and right.

VILLA MAYA:

The lava flow:
Put the five Tumi blades in the inventory.
Make the wall stones slide into the empty spaces by clicking on a stone while holding down the 'ear' of the mouse and move the mouse left and right.
Use the golden disc on the stele.
Put the golden disc in the inventory.
Put the five Tumi blades on the stele.
Place the crystal on the Tumi blades.
Play the notes suggested by the crystal.
For each correct combination a rock slide occurs.
Click on the opening once it appears.

INTIHUATANA:

Resolve the game of solitaire in order to leave a moon in the lower hole.
Turn the remaining moon by clicking on the earth and thus putting it in the position of an eclipse (upper hole).
Put the golden disc in the sun zone.
Take the power.
Take the golden disc.

ROOM OF THE FOUR SEASONS:

Use 'power over time' on the supreme star in order to make it spring (green).
Use 'power over matter' to create a mud zone. Plant the scrap of bamboo in the mud. Use the 'energy power' on the supreme star. Use the 'time power' on the supreme star to make it winter (blue).Take the bamboo and put it in the water. Put the golden disc on the bamboo. Make it spring (green) by using 'time power'.
Use 'energy power' on the supreme star.
Make it summer (yellow) using 'time power'.

THE DOOR OF THE MAYA TOWN:

Click on the three suns on the left-hand side of the screen.
Place the three sacred eggs in the inventory.
Click on the blocks:
1 and 6, then place the green egg on the flashing eye.
3 and 4, then place the red egg on the flashing eye.
2 and 5, then place the blue egg on the flashing eye.
Take the golden disc and use it on the three suns.

GAME ENDS

STEVE HAYES and DARREN HEDGES continue their guide to Litil Divil. Part 1 appeared in our February issue and part 3 will come out in May

Litil Divil

PLAYER'S GUIDE

LEVEL 3

42) Beat the bridge guardian with your stick. The monster falls into the chasm. Enter the third labyrinth.

43) First explore the tunnels on the left of the entrance. You will find a key here. Step on the X sign and push button 1 to restore energy.

44) Return to the entrance and enter the first tunnel on the right. Explore all tunnels south of the main tunnel. Then walk towards the Save Room.
Use your key to open the door. Continue and search for the second key. Visit the Save Room to restore your energy. Leave the Save Room and walk towards the three-dimensional maze.

45) Travel down through the three maze levels and kill all the monsters. Collect the laser gun (blue level 1), the ladle (blue level 1), the weights (purple level 2) and the mug (green level 3). Then try to reach the end of the maze and exit.
To kill the monster, you must get the laser gun. Press button 1 to fire the gun. A monster only dies after it has been shot several times. Try to avoid the fireballs that are shot by the monsters. Jump by pressing button 2. If you are hit three times, you go back to the beginning of the maze.
The objects you must pick up can be found on the platforms. You get access to these platforms by entering the pagodas on the maze and pressing button 1. To return to the maze, you have to enter one of the doorways on the platforms. Some platforms have an elevator that brings you to the other levels. Press button 1 and move the joystick to jump on and off the lift.
You will be hampered by coloured blocks. You can only walk on blocks that have the same colour as the walkways of your level. Just stand in front of the blocks with changing colours, wait until the blocks in front of you change to the correct colour (eg blue for level 1) and then quickly walk across ALL the blocks.
After you finish the maze, it disappears. Your powers are restored. Consult the map which is joined to the guide.

46) Continue and explore the tunnels on the right side of the maze. The exit can be found at the bottom right. The two keys are located near each other. Once you have reached a closed door, you know you are near the exit. Give the money to the hand (23,240/rest: 22,400). You receive a key. Open the door with the key, move towards the exit door and leave the labyrinth.

47) Beat the bridge guardian with your scythe.

48) Walk through the Lost Souls Room. Hand over the mug, the ladle and the weights.

LEVEL 4

49) Beat the bridge guardian with your stick.

50) Enter the first tunnel on your right. Continue and again choose the first tunnel on your right side. Enter the Laser Room.

51) Walk across the moving walkways while avoiding being shot by the lasers. Then take the tennis racket and return to the entrance. As long as you are standing on the platform, the walkways shift around. Once you have stepped on a walkway, it will only move when you do. To reach the racket, you must move on the first walkway when it forms an "L" with the platform. Then move your joystick in the following directions:

a) up
b) right
c) up
d) left
e) up (twice)
f) right (twice)
g) up (three times)
h) left (four times)
i) down
j) right
h) up
i) right
j) up
k) left
l) up
m) right
n) up

To return to the entrance, you must wait until the walkway and the platform form a backward "L". Then move the joystick in the following directions:

a) down
b) right
c) down (twice)
d) left (twice)
e) down
f) left
g) down (three times)
h) right (three times)
i) down (twice)
j) left
k) down

52) Turn back and choose the tunnel on your right side. Take the gold and return to the main tunnel. Use the X sign to restore

energy. Enter the Goodies Room.

53) In the Goodies Room you can buy a sword (3 coins), a bible (545 coins), a hammer (3333 coins) and a knife (1245 coins). Buy them all.

54) Leave the Goodies Room and continue. Take the plan of the minefields and restore energy by using the X sign. Enter Lava Room.

55) In the Lava Room you stand on a ledge above a pool of lava. Platforms are floating on the pool. From time to time a key appears on a platform. You have to jump across the platforms, take the key and reach the other side of the pool. Press a button and move the joystick in whichever direction to jump from the ledge on to a platform. You will land on a platform in the middle row. The keys will appear in the left or the right row. Press a button and move the joystick in the direction needed to jump across the platforms. You can also move on to a platform without jumping (just use your joystick).
Attention: To jump forward, you have to move the joystick north east. If you risk floating off screen, you can try to jump back on to the ledge (move the joystick south west). Move the stick north west to jump left and south east to jump right.

56) Enter the Save Room.

57) Leave the Save Room, turn to the left and take the key. Turn back, open the door with the key, continue and enter the Dark Room.

58) Jump (push the joystick and press a button) and walk to the exit square. The exit (on the left of the playfield) and the entry squares are both indicated with two half moons. You can change the position of the squares by moving the switches. You must move constantly. If you stand still for too long, you will be transferred to other locations by a ghost. After you have been transferred three times, you return to the tunnels. The ghost will not touch you if you pause on a square with a switch.

59) Take the gold. Turn back when a wall blocks your way. Enter the arena.

60) Use the tennis racket to beat your enemy (the brat). You must hit the boy three times to win the game. Move your joystick to swing your racket. The direction in which you must move the stick depends on the colour of the balls: green ball: joystick up; pink ball: joystick down; white ball: joystick left; yellow ball: joystick right. You don't need to press a button in this game.

61) Enter the Hourglass Room. You see a tree with three skulls in the centre and two goblins on a branch on both sides of the skulls. Throw eyeballs into the eye sockets of the skulls. Meanwhile avoid being shot by the two goblins. Push the joystick up and press button 1 to throw eyeballs. Shoot from the middle of the room. The demons can't track you in the left and right corner of the room. Once you have been hit four times, you return to the tunnel. You can leave the room by walking to the extreme left. After you have finished this game, the tree sinks and you leave the room from the right.

62) Explore the tunnel on your right. Move to the right again and take the key and the energy heart. Turn back to the main tunnel without exploring the rest of this tunnel branch. There are too many spikes here. Enter the Solitaire Room.

63) Walk across the board and avoid the demon. Go to the top right edge of the board. The directions are (indicative): right (2 times), up (3 times), right (extreme right), up (towards the finish). Start moving before the demon makes his first move. The demon changes into a chess piece, take this and leave.

64) Find the key (in front of the cheese) and enter the Chasm Room.

65) In the Chasm Room, you must open the door on the bottom right of the screen so that you can get the shield. You can open the door by activating the switches on the far right of the playfield and on the two fixed platforms (three switches in all). Jump on to the floating platforms to reach the switches on the fixed platforms. Avoid jumping on to floating platforms with switches as this would undo the switch already activated. The guardians will try to prevent you from making your way across the chasm. If you are hit three times by an arrow or only once by a spear you lose the game.

66) Walk into the left tunnel, take the three keys (you should have 5 keys now) and the gold. Turn back to the main tunnel, then explore the tunnel on your right. Open the three doors with your keys and take the huge amount of gold coins you find there. Go back to the main tunnel. You now face a door with a window near it. A hand will appear and take the gold (you start with 199674 coins, 39674 coins are left). You open the door with the key you received in exchange for the gold. Open the exit door (in the inventory you find a sickle, a racket, a chess piece, a shield, a sword, a hammer, a book, a knife and a pamphlet).

67) Beat the bridge guardian with your scythe.

68) Walk across the Lost Souls Room. The racket, the shield and the chess piece will wake up the ghosts.

STEVE HAYES and DARREN HEDGES complete their two-part guided tour of Don Bluth's Dragon's Lair 1. Part 1 appeared in our February issue

Dragon's Lair 1

PLAYER'S GUIDE

LEVEL 16: THE CRYPT CREEPS

Dirk is attacked by bouncing skulls. Push forward to jump away. Then a skeleton claw tries to grab him. Press an action button to destroy the claw. Meanwhile, the bouncing skulls are approaching and a black substance covers the room. Push forward. Then press an action button to destroy another claw. Push left to leave the room which gets covered by this black substance. Dirk will be in the lair of the Crypt Creeps. Press an action button to decapitate the creeps and finish the room. (Reflection level: left = right, right = left.)

LEVEL 17: THE CRUMBLING BRIDGE

Dirk is walking over a bridge. Suddenly it starts to crumble. Push up twice. Then Dirk is attacked by bats. Press an action button to frighten the bats away. Again, the bridge starts to crumble. Push twice to the right and Dirk will be safe.

LEVEL 18: KING BAT

Dirk is attacked by bats. Press an action button and he will kill them. The stairs in front of Dirk start to disintegrate. Push forward to jump over the hole. Dirk will then meet the King Bat. Press an action button to kill him, and exit by pushing to the left.

LEVEL 19: THE FALLING DISC

Dirk jumps on a rapidly descending circular disc. The disc stops nine times. Three times on the right, three times on the left and three times on the right again. You can jump when the disc stops at the height of the second, the fifth and the eighth platform. You will reach the third, the sixth and the ninth platform. The platform starts crumbling. Dirk will then jump to safety and leave the screen. (Reflection level: left = right, right = left.)

LEVEL 20: THE LIZARD KING

Dirk's sword is stolen by a magnetic pot of gold. Move left to follow the pot of gold. Then move forward. The next five moves are to the right. Then the pot will stand still. Push forward to grab your sword. In the meantime, Dirk is attacked by the Lizard King. Press an action button and Dirk will defend himself. Unfortunately, he will lose his sword again. Jump left to grab it once more and press an action button. This time Dirk's sword gets stuck between two blocks. Push down to avoid the next hit of the Lizard King. Press an action button and defeat him. Dirk will take some gold and leave the room.

LEVEL 21: THE "DRINK ME" ROOM

As Dirk enters the room, he sees a bottle of blue liquid. Above it there is a sign which reads "drink me". If Dirk drinks the liquid he will

disintegrate. Push right to leave the room.

LEVEL 22: THE UNSTABLE ROOM

As Dirk walks to the back of the room, it becomes unstable and starts tilting forward. Push down and Dirk will jump backwards to a safe location. Push down again when the tiles on the right disappear. Push forward as other tiles disappear under Dirk's feet. Finally, jump left and Dirk will leave through the door on his left.

LEVEL 23: THE THRONE ROOM

Dirk's sword and helmet are taken by a crystal ball in the centre of the room. Electrical arches will begin covering the room. Push right and then forward. Push right again and Dirk is seated on the throne. He has his sword and helmet back as the throne starts rotating. Dirk arrives in another room. Push right to leave the throne and exit the room.

LEVEL 24: THE YE RAPIDS

As Dirk goes into a cave, the floor collapses under his feet, dropping him into a wooden boat. Dirk enters "Ye boulders" first. Go right, left, right and left again. Then Dirk enters "Ye rapids". Push forward four times. Finally, Dirk enters "Ye whirlpools". Go left, right, left and right again. Dirk's boat will strike a rock. Push left to grab the chain and finish the level. (Reflection level: left = right, right = left.)

LEVEL 25: THE LAVA TROLLS

As Dirk enters this room, four lava trolls arise from the lava pools. Press an action button and Dirk will hit them. But these lava trolls are invulnerable. Push left as they try to pounce on Dirk and throw him into the lava. Then push to jump over the geyser. At the next geyser, push right to make a feint to the right and then jump over the lava pool. Move forward three times and you will finish this level.

LEVEL 26: THE BLACK KNIGHT

Dirk is standing inside a cave and an evil Black Knight charges right at him. Jump left. As the knight approaches again, push left. Finally, push right. The rider will heave his sword just as Dirk scurries into a tunnel.

LEVEL 27: THE BOWLING BALLS

Dirk finds himself standing at the foot of a long hallway. Coloured balls are rolling up and down in front of him. Behind him a large black ball appears. Push down six times and Dirk will be safe.

LEVEL 28: THE STEEL GRATES

As Dirk enters this scene, large steel grates slam down beside him. Push forward twice to prevent him from being imprisoned. Dirk runs to a bridge over a river of lava. In the middle of a bridge a geyser shoots into the air. Push left and Dirk will safely cross the bridge.
The final sequence begins when Dirk arrives in the Dragon's Lair.

LEVEL 29: THE DRAGON'S LAIR

Dirk sees that the Princess Daphne is detained in a crystal ball. He also sees the sleeping dragon. Push left to prevent the objects from falling and waking up the fire-breathing dragon. Then Dirk accidently steps on a chest and wakes him up. Push left to avoid the monster's breath.

The dragon hasn't seen Dirk yet and goes back to sleep. Push left again to catch a pillar of objects. After Daphne has given her instructions to Dirk, the dragon will wake up and charge at Dirk. Move left to escape from the dragon's massive hands. Then push forward to run away. Again, Dirk stands behind a pillar. On his left is the dragon's tail, on his right the dragon's hand. Push down as this is the only way to escape the dragon. Push right to avoid the dragon's breath (you will see a light blinking on your left). Then you see the magic sword. Push up and Dirk will go towards it. Push up again and he will take the sword. Then jump to the left. Press an action button to stop the dragon. Jump to the left and press an action button again. Dirk will throw the sword and kill the dragon. Dirk the Daring will take the golden key from around the dragon's neck and free Daphne.

GAME ENDS

letters

Write to The Editor, CDi Magazine, 1500 16th Street, Suite 100, San Francisco, California 94103, USA

cover discs

First off, thanks! I've been so impressed with your magazine to date, and if the first two issues are any indication, I think you've got a winner on your hands. I've noticed a lot of people have been asking about more cover discs — great idea, but along with playable demos, how about preview discs?

I recently spent nearly an hour at a Circuit City CDi display just enjoying the previews of the games to come. Even some MPEG stills (like those of *Lost Eden, Rise of the Robots* and *Creature Shock*) would be enough to whet our appetities for the awesome titles to come.

And that brings me to my second question. Now that CDi is beginning to grow in popularity as a "next generation" gaming machine, are we going to see a flood of more sophisticated MPEG and CD-ROM port-overs from the computer world? I've noticed CDi is on the bandwagon for *Rebel Assault, Creature Shock and Rise of the Robots*, but what about spectacular CD-ROM titles (not necessarily all games) that could really shine on CDi as *The 7th Guest* did? Are titles like *Myst, The 11th Hour, Prince Interactive or the Star Trek TNG Interactive Manual* currently on the list of possible licensees?

One other suggestion. I've noticed that all of your game reviews are only written by a single reviewer. Have you considered an in-depth review of a game with a quick "score card" of ratings/rankings from several different people on numerous aspects of the game (graphics, playability, originality, sound etc?) Some opposing comments from those that do and don't like the game might make for a more informed purchase when the titles finally hit the shelves.

Again, thank you for such a great magazine and keep up the fantastic work.

Jason Turner,

We are constantly looking at ways of bringing you more cover discs and are talking to Philips about playable demos. None of the CD-ROM titles you mention are on our current CDi release schedule. Group tests are a great idea, and one which we may well adopt in the future.

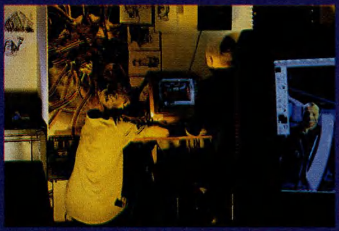
ED

sizzling soundtrack

I have been an avid LaserDisc collector for several years. Two months ago I decided to sell my LaserDisc player and disc collection and buy a Magnavox 200 CDi player with DV cartridge. I have not looked back since — what an excellent piece of kit! Well done Philips.

Congratulations to TripMedia for creating Burn:Cycle. This has to be the game of the year, if not decade. Let's not forget the soundtrack — a big pat on the back for Simon Boswell/Chris Whitten. This music is so good that I'm sure that if it was repackaged on its own, it would sell by the truck load.

Could we have more Video CD movie titles released and firmer release dates set. Also, how about some Burn:Cycle playing tips soon?



Making music: Burn:Cycle's soundtrack is a key ingredient

Andy Bee

We will publish the first part of our guide to Burn:Cycle in the May issue.

ED

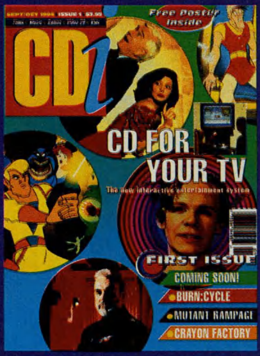
back issues

Congratulations on the new CDi Magazine. I was unable to get the first issue of the magazine and wanted to know if there is any way of getting back issues.

Also, do you have any wrestling games coming out in the future? And I would like to know if you have any playing tips for Escape From CyberCity.

I have a code for Space Ace so that you can skip to any level. Where it says Continue (Yes or No) on the screen, go to the far left of the screen and push button 2 four times. Then go to the far right and press button 2 three times. Then go to the left and press once.

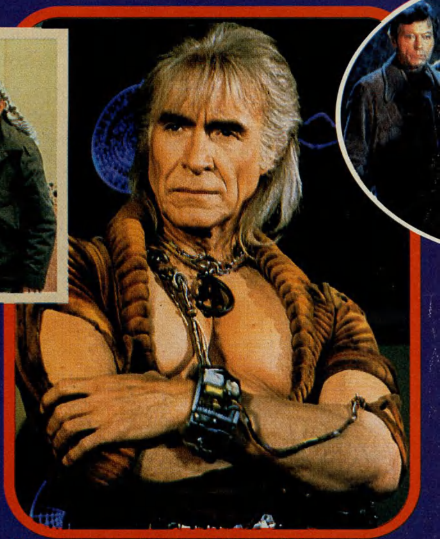
Lorenzo Buenrostro



If you wish to order back issues of the magazine, please contact Cambey and West, 180 East Central Avenue, Pearl River, NY 10965 (tel: 914 735 7955). I know of no forthcoming wrestling games. For playing tips on CyberCity, contact Philips Media Games on 310 444 6666.

ED

the widescreen debate



I have just bought Apocalypse Now on Video CD and am delighted that it was released in widescreen, and not pan and scan. If any film needed to be in its original ratio, then Apocalypse Now is it. Just look at the LaserDisc market, nearly all films are in their original ratio — widescreen.

If CDi owners — and film buffs — are to compete with VHS and LaserDisc, then surely we need a "collectable" correct ratio release for all future film releases. Surely it wouldn't be too difficult for Philips to issue two versions of each Video CD film — one in pan and scan, and one in widescreen? I, for one, would certainly not object to paying a premium for widescreen versions to add to my collection.

I understand Philips is considering further widescreen releases on Video CD. All I can says is, yes please!

Simon Graham

It goes without saying that Video CD films are well overdue in widescreen. I do not understand the delay. Maybe it is because widescreen films are not popular yet. But I believe in the not-so-distant future their popularity will be so widespread that it will be the only format worth buying. Films on LaserDisc have been widescreen since the beginning, so what is wrong

puzzling problems

I need help. A few months ago I was given the game Inca. I found it very easy until I came to the puzzle with the four columns after the maze with the shoot out. How can I get the door open. Maybe your brilliant magazine could do a player's guide in the Hot Tips section?

Ben Fuller

I have owned Inca for a year now and I have only succeeded in getting to the temple of the four sons of life. At this stage I get the part from the secret pillow and then have to try to solve the last puzzle on level 1. I know it has something to do with the dot on the star points being right, or maybe the beads on the part I got from the pillar.
Could you please put me out of my misery?

Oliver Rood

Inca has been giving a lot of people problems, so we have published a complete guide to the game on pages 50-51 of this issue. We hope this helps. If you need some additional information, please contact Philips Media Games in Los Angeles on 310 444 6666.

ED

Burn:Cycle: stuck up on the roof

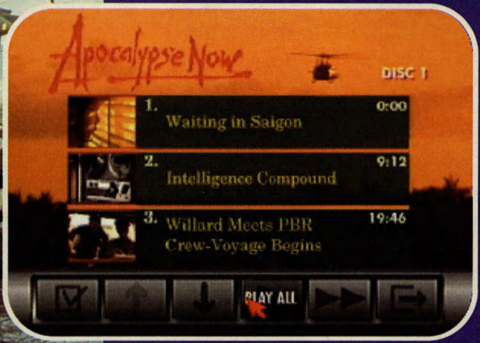
all hot under the collar

Could you put Burn:Cycle in the Hot Tips section of the next issue, as I am completely stuck? The problem is that I can't seem to progress any further than the rooftop. Am I missing something? Please help me as it is driving me to despair.
I agree with Patrick Bateman's review of Lemmings. He was right about one thing — it is very addictive. I have hardly stopped playing the game since I bought it.
Congratulations to Philips and Psygnosis for such a brilliant game. I look forward to the release of Rise of the Robots. Keep them coming.

W M Baxter

We will begin our Burn:Cycle guide in the May issue.

ED



Apocalypse Now
DISC 1
1. Waiting in Saigon 0:00
2. Intelligence Compound 9:12
3. Willard Meets PBR Crew-Voyage Begins 19:46
PLAY ALL

Apocalypse Now (left): the first widescreen release on CDi. Not everyone wants widescreen, but Philips says it will consider further widescreen releases

with the decision-makers in Video CD? Widescreen monitors are the basis of future multimedia home entertainment.
Come on Video CD, let us enjoy forthcoming films in surround sound, widescreen format please.
Sincere applause to your magazine which could be improved even further with a few extra pages.

Vincenzo de Luca

Carter Brown you are spot on. More widescreen please. Apart from the obvious benefits to collectors, there are enormous benefits to the picture quality.
As a big Star Trek fan, I am looking forward to the new Voyager series next year. Could you tell me, please, are Paramount and Philips considering releasing the series on Video CD? If so I shall avoid the VHS version.
Thanks for an excellent magazine.

Alan Sheead

The Voyager series is not on our current release schedule, but may be considered for release in the future.

ED

I would like to see more films made in widescreen, and have asked my friends who agree with me. I have a few questions for you:
1) Will Jurassic Park be released on CDi? If so, will it be coming out on widescreen?
2) Do you know of other films that will be released on widescreen or of any films that are already out in widescreen?
3) Will Philips bring out any good racing games?
4) Are there any games on 3D0 or CD32 that are compatible with the CDi?
5) Will Philips bring out any games on CDi that are already on 3D0, such as Sewer Shark.

Anthony Simms

We know of no plans at this stage to release Jurassic Park on Video CD. The only current film available in widescreen is Apocalypse Now. Philips is planning to release Dead End on CDi later this year. 3DO and Amiga CD32 games are not compatible with CDi, but Philips is constantly assessing titles from other developers for release on CDi.

ED

Here is one guy who would drop CDi like a hot potato if letterboxed or widescreen versions of movies were issued exclusively. As a LaserDisc fan, I avoid widescreen discs like the plague, and rely heavily on CDi movies. I have bought most of those issued so far. Let's have full screen discs only please, or better still, both formats so that buyers can have the best of both worlds!
Keep up the good work with your rapidly improving magazine — the film review section is very valuable.

Maurice Taggart

CDi TITLES CATALOG AND PRICE LIST SPRING 1995

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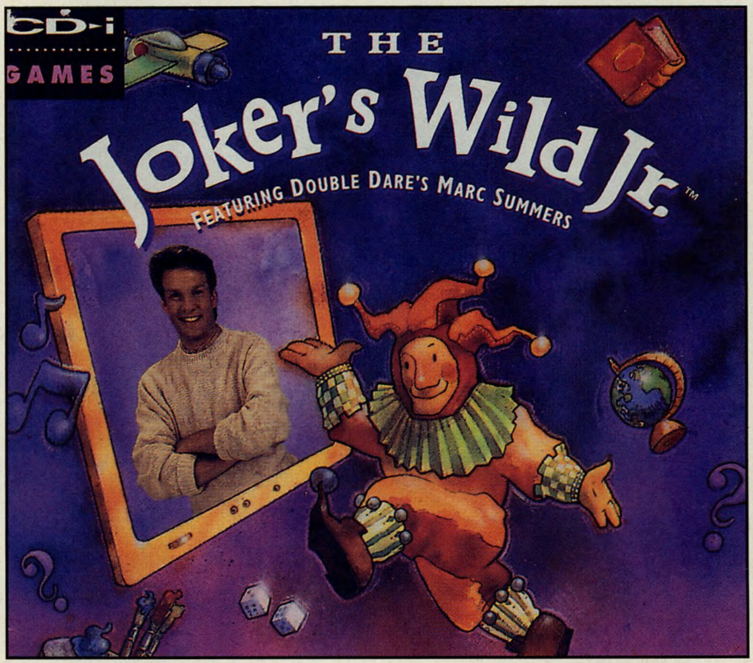
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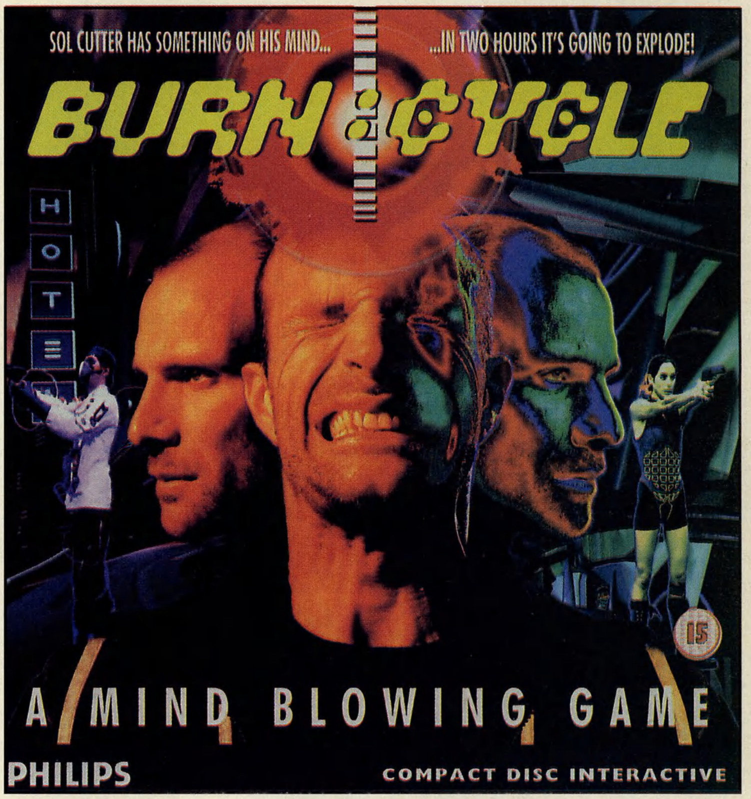
SOL CUTTER HAS SOMETHING ON HIS MIND...
...IN TWO HOURS IT'S GOING TO EXPLODE!
BURN:CYCLE
HOTEL
15
A MIND BLOWING GAME
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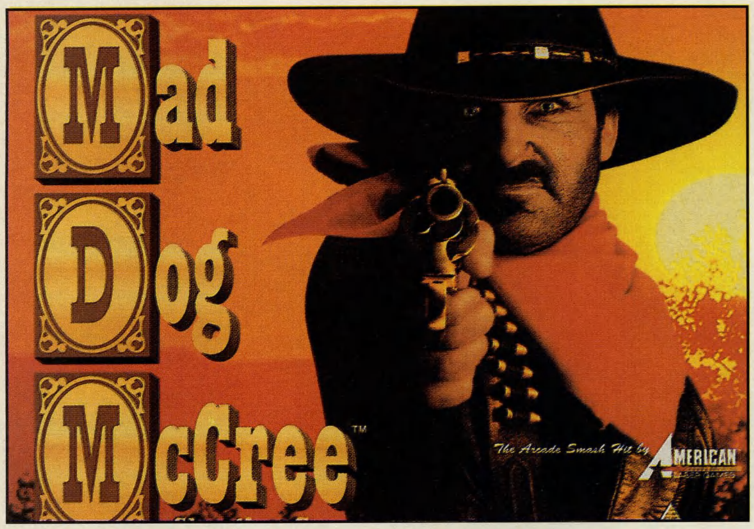
DRAGON'S LAIR II
This time Dirk makes his way through a trap-laden timewarp to rescue Daphne and foil evil


Mad Dog McCree™
The Arcade Smash Hit by American

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You are the last surviving Inca. To save your race you must journey across space, battling enemies and collecting special powers on the way. A mixture of shoot-'em up and puzzles.
Price $49.98 Catalog No 310 690 285 2

INTERNATIONAL TENNIS OPEN - 2 PLAYER
The popular tennis simulation game in two-player version so you can fight to match point against your friends as well as the CDi player.
Price $49.98 Catalog No 310 690 062 2

JEOPARDY!
You feel like you are on the game show set when Alex Trebek calls you by name and peppers you with "answers" — and you ring in with the questions. One to four players can play 35 complete shows.
Price $39.98 Catalog No 310 690 263 2

JIGSAW
Like jigsaw puzzles? This disc gives you dozens and dozens of options: multiple designs to select size and shape of pieces, time limits, hints and more.
Price $39.98 Catalog No 310 690 029 2

JOKER'S WILD!
The popular TV game show comes to CDi. One to four players can spin the wheel for hours of fun.
Price $39.98 Catalog No 310 690 181 2

KETHER
You are Melkhor, a space knight, who has to land on Kether and rescue Eta Carene, the Princess of Wisdom. Stunning graphics in this mix of arcade action and puzzle solving.
Price $49.98 Catalog No 310 690 275 2

KINGDOM (DV)
Join Lathan, the last of the Argent bloodline, as he strives to regain five ancient relics in order to restore Princess Grace Delight to the throne.
Price TBA Catalog No 310 690 262 2

LASER LORDS
Explore different alien worlds in the Laser Lords' star cruiser as you roam around the galaxy.
Price $49.98 Catalog No 310 690 074 2

LEMMINGS
This CDi version is as addictive as the original — featuring superior graphics and 120 levels, each trickier than the last.
Price TBA Catalog No 310 690 140 2

LINK: FACES OF EVIL
Nintendo characters appear for the first time on CDi. Ganon has captured the island of Koridai and Link must save it from the Faces of Evil.
Price $49.98 Catalog No 310 690 118 2

LITIL DIVIL (DV)
Poor old Mutt must work his way through the Labyrinth of Chaos where he must find the Mystical Pizza of Plenty. A game of exploration, fighting and puzzles.
Price $49.98 Catalog No 310 690 141 2

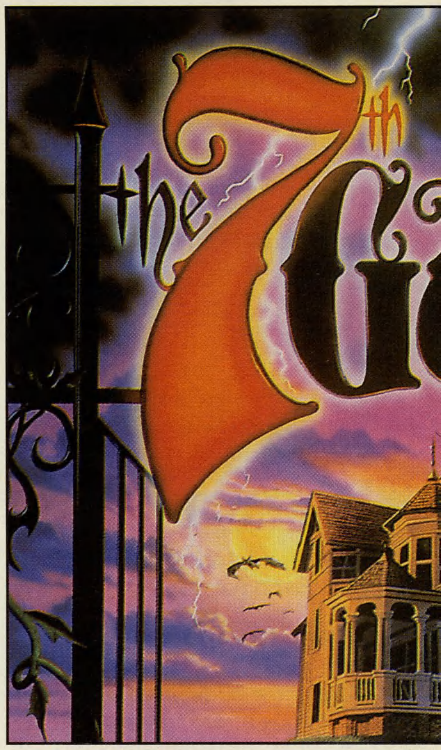
LORDS OF THE RISING SUN
A Japanese strategy game on CDi featuring live actors and interesting gameplay.
Price $49.98 Catalog No 310 690 098 2

MAD DOG MCCREE (DV)
The popular arcade game brought to life on CDi with highly realistic Digital Video footage. "Peacekeeper" gun optional.
Price $59.98 or $79.98 with gun
Catalog No 310 690 058 2

MEGA-MAZE
A series of ever more complex mazes will test your wits to the max in this exciting game of skill.
Price $34.98 Catalog No 310 690 061 2

MERLIN'S APPRENTICE
A magical, animated story unfolds as you solve 30 mind-boggling puzzles. Eight types of challenges for ages 12 to adult.
Price $49.98 Catalog No 310 690 099 2

MUTANT RAMPAGE: BODY SLAM(DV)
The first proper beat-'em-up on CDi. Fight your way through ten cities, each with its own team of mutants, in a gruesome post-apocalyptic world.
Price $49.98 Catalog No 310 690 282 2

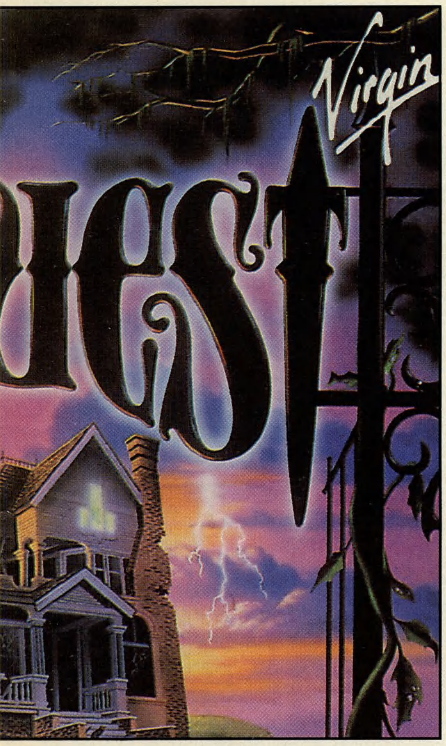


MYSTIC MIDWAY R.I.P
The "master of cemetries" Dr Dearth welcomes you to his shooting gallery with 15 targets and 20 game levels.
Price $29.98 Catalog No 310 690 152 2

NAME THAT TUNE
The all-time favorite game show where you must name a tune before your rival does. Almost 1,000 tunes on the disc keep you playing for hours.
Price $39.98 Catalog No 310 690 184 2

NFL HALL OF FAME (DV)
Create your own dream team from the greatest legends in the

NFL
HALL OF FAME
FOOTBALL



Pro Football Hall of Fame and compete in arcade style action against a friend or the CDi machine. Video bios of players included.
Price $59.98 Catlog No 310 690 201 2

NFL TRIVIA CHALLENGE '94/'95
TV commentators Pat Summerall and Tommy Bookshier return in this ultimate test of football acumen. Features over 1,200 images and 300 film clips.
Price $49.98 Catalog No 310 690 169 2

PALM SPRINGS OPEN
Play 18 of the world's most famous and challenging holes on your own TV. Control "live" golfers on actual courses.
Price $49.98 Catalog No 310 690 013 2

PHANTOM EXPRESS
Join Dr Dearth on a roller coaster ride in the sequel to Mystic Midway that takes you through the various stages of life in this 3-D shooting game.
Price $29.98 Catalog No 310 690 247 2

PINBALL
Play four pinball games in your living room without having to feed money into a slot machine.
Price $34.98 Catalog No 310 690 034 2

POWER HITTER
Baseball challenge which puts you up against the games' great pitchers. The announcer comments on your every move.
Price $49.98 Catalog No 310 690 081 2

SARGON CHESS
There are 16 levels of this chess program for novice through to advanced players.
Price $39.98 Catalog No 310 690 030 2

THE 7TH GUEST (DV)
Virgin Games' fabulous mystery adventure game, first released on CD-ROM, is now on CDi. Simpler to load, with stunning sound and graphics, comes complete with CD soundtrack.
Price $59.98 Catalog No 310 690 252 2

SPACE ACE (DV)
Space Ace has been zapped by the evil Borf and you must help him defeat the dreaded Infanto Ray and save the earth. Great animation by Don Bluth.
Price $59.98 Catalog No 310 690 059 2

STRIKER PRO
The first full soccer game to appear on CDi. Striker Pro is based on the highly successful Ultimate Soccer on the Sega MegaDrive and Striker on the SNES and Amiga.
Price $29.98 Catalog No 310 690 143 2

TETRIS
The classic Russian puzzle game featuring ten levels of play and made popular by the ubiquitous Gameboy. Ten CD soundtracks and video backgrounds make this version something special.
Price $34.98 Catalog No 310 690 188 2

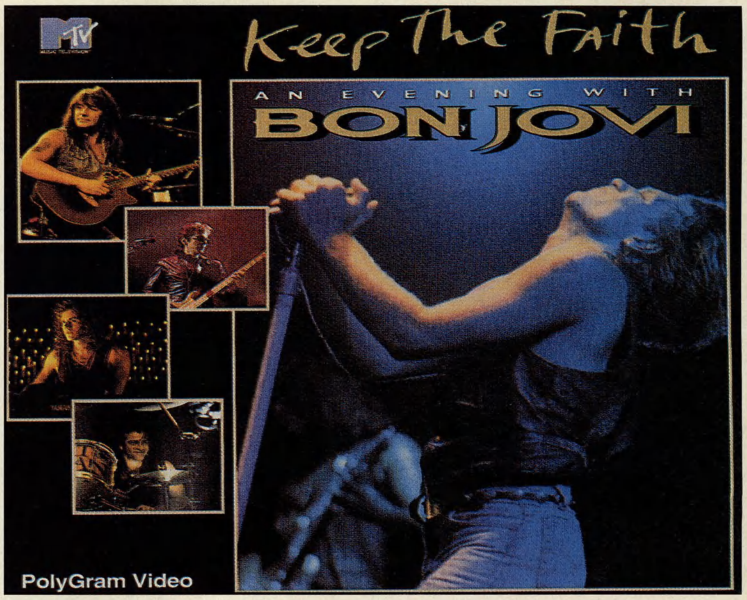
TEXT TILES
A word spelling strategy game for all ages. Use the given letters to spell vertically or horizontally.
Price $34.98 Catalog No 690 310 043 2

THIRD DEGREE
This original game show for CDi lets you learn more about your friends and family. What would they do in a given dating, work or home situation? Find out when they're in the hot seat.
Price $39.98 Catalog No 310 690 073 2

THUNDER IN PARADISE (DV)
Join Terry "Hulk" Hogan and Chris Lemmon in this interactive version of the popular TV series.
Price TBA Catalog No TBA

VIDEO SPEEDWAY
Racing game with ten tracks. The player can race karts, Formula 3000 or Formula 1. Alter your car's dynamics in the pit .
Price $49.98 Catalog No 310 690 093 2

VOYEUR
Adult political whodunnit which combines the suspense of Alfred Hitchcock's Rear Window with soap opera. Spy on the mansion of Presidential candidate Reed Hawke and his family and find out who may commit murder.
Price $49.98 Catalog No 310 690 112 2



ZELDA: WAND OF GAMELON
King Harkinian vanishes and Link disappears - Zelda must find and free them both from their evil captors. Seventy playfields and ninety amazing characters.
Price $49.98 Catalog No 310 690 158 2

MUSIC

ANDREW LLOYD WEBBER (DV)
The Premiere Collection Encore includes hits sung by Jason Donovan, Sarah Brightman, Michael Ball and David Essex.
Price $24.98 Catalog No 310 690 297 2

BRYAN ADAMS (DV)
The Waking Up the Neighbours video comes to CDi with seven smash hits in digital stereo and video.
Price $24.98 Catalog No310 690 288 2

BON JOVI (DV)
The live Keep the Faith album includes behind-the-scenes footage, plus two bonus tracks.
Price $24.98 Catalog No 310 690 294 2

CLASSICAL JUKEBOX
Study the lives of 15 classical composers and listen to their music.
Price $24.98 Catalog No 310 690 005 2

COOL OLDIES JUKEBOX
More golden oldies to sing along with. Artist bios and lyrics appear with the music.
Price $24.98 Catalog No 310 690 007 2

ERIC CLAPTON (DV)
The Cream of Clapton is a memorable collection in full Digital Video for fans and casual listeners alike.
Price $24.98 Catalog No 310 690 292 2

GOLDEN OLDIES JUKEBOX
Jump and jam to the tunes of the 1950s and 1960s. Artist bios and lyrics appear with the music.
Price $24.98 Catalog No 310 690 006 2

JAMES BROWN HIT MACHINE
Soul singer Brown performs 13 songs on this CDi music disc. Sing along with your favorite tunes with lyrics on screen.
Price $19.98 Catalog No 310 690 194 2

JAZZ GIANTS
From Big Band to Bossa Nova, experience an interactive jazz journey through nineteen great songs.
Price $24.98 Catalog No 310 690 096 2

LOUIS ARMSTRONG
Explore the achievements and life story of Louis Armstrong as you listen to his music. Includes rare interviews with the man himself.
Price $19.98 Catalog No 310 690 031 2

MOZART: A MUSICAL BIOGRAPHY
Learn all you need to know about one of the world's greatest musicians.
Price $19.98 Catalog No 310 690 041 2

PAVAROTTI: O SOLE MIO
Listen to the world-renowned tenor sing 13 favorite songs while you explore his life story.
Price $19.98 Catalog No 310 690 040 2

PETE TOWNSHEND: LIVE (DV)
The best of the legendary guitarist/composer filmed live in New York City.
Price $24.98 Catalog No 310 690 054 2

PETER GABRIEL: ALL ABOUT US (DV)
Peter Gabriel's award-winning video brought to CDi with full-screen MPEG digital video.
Price $24.98 Catalog No 310 690 148 2

PRELUDE
Study the art and music of the Post-Impressionist era.
Price $19.98 Catalog No 310 690 107 2

STING: TEN SUMMONER'S TALES (DV)
The full album with Digital Video and CD sound.
Price TBA Catalog No 310 690 287 2

THE GERSHWIN COLLECTION
Highlights in digital video and sound.
Price $24.98 Catalog No 310 690 116 2

THE THREE TENORS (DV)
Pavarotti, Carreras and Domingo in concert for opera lovers.
Price $24.98 Catalog No 310 690 164 2

TODD RUNDGREN: NO WORLD ORDER
One of the first truly interactive music discs which allows you to play DJ by altering the tempo, mood and style of the original tracks on the album.
Price $24.98 Catalog No 310 690 267 2

UPTOWN/DOWNHOME BLUES
Witness the story of the Downhome Blues through song, pictures and live video demos. In the second disc, explore the electrifying changes in American music as the blues migrated from country to city.
Price $49.98 Catalog No 310 690 168 2

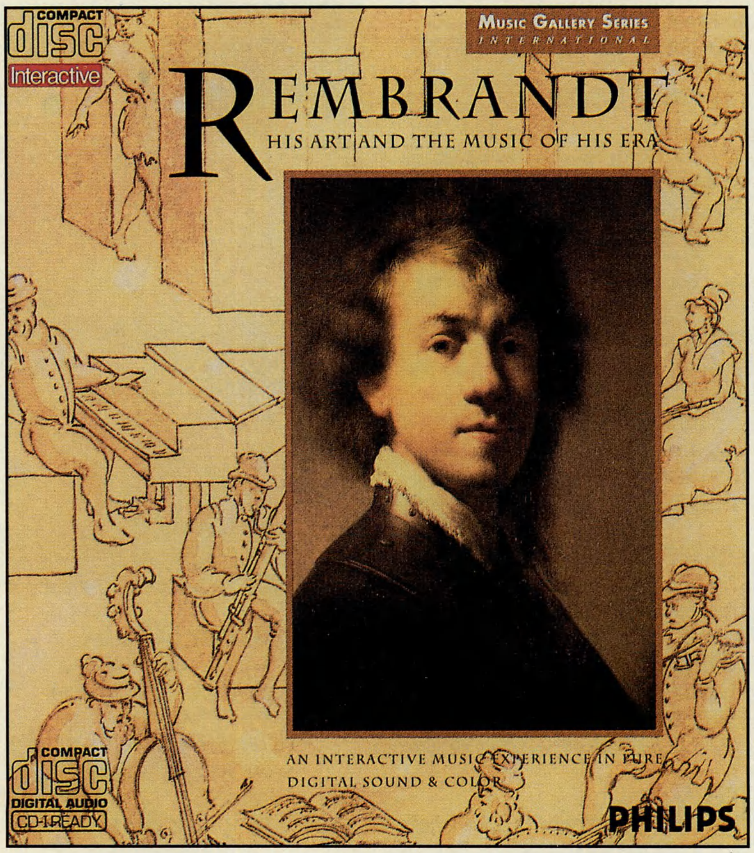
XPLORA: PETER GABRIEL'S SECRET WORLD
Gabriel's award-winning CD-ROM comes to CDi, enhanced with full-screen, full-motion digital video.
Price TBA Catalog No 310 690 156 2

YOU SING CHRISTMAS FAVORITES
Sing along to your favorite Christmas songs.
Price $14.98 Catalog No 310 690 205 2

INFO & REFERENCE

AMPARO MUSEUM
Explore the collection of this museum in Mexico and tour four historic sites in the Valley of Puebla region.
Price $49.98 Catalog No 310 690 183 2

A NATIONAL PARKS TOUR
Images from three national parks — Grand Canyon, Yellowstone and Yosemite — can be enjoyed with Photo CD zoom capability, narration and the music of Debussy.
Price $24.98 Catalog No 310 690 225 2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HIS ART AND THE MUSIC OF HIS ERA
AN INTERACTIVE MUSIC EXPERIENCE IN PURE DIGITAL SOUND & COLOR
COMPACT disc DIGITAL AUDIO
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PHILIPS

A REVOLUTION IN COLOR
The vitality of Russian artists in the revolutionary period (1883 - 1920) is stunning. Features six galleries of paintings and the music of contemporary Russian composers.
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ART OF THE CZARS
Weaves the history of the Czars and the art they collected. Visit six galleries in the Hermitage.
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BEST OF DRAW 50
Based on the popular series of drawing books by former Disney artists Lee Ames.
Draw on paper with timed stroke-by-stroke demonstrations and other helpful CDi features.
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COMPTON'S INTERACTIVE ENCYCLOPEDIA 1995
The entire 26 volumes on one disc. Video clips from famous events in history, 5,200 long articles, 32,000 short ones.
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COMPTON'S INTERACTIVE ENCYCLOPEDIA 1995 (DV)
The entire 26 volumes updated with events from 1994 and full Digital Video clips. Requires the optional DV cartridge.
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DUTCH MASTERS
Study 300 paintings from the art of 17th Century Holland.
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THE FLOWERS OF ROBERT MAPPLETHORPE
Browse through 60 floral images with Photo CD zoom capability. Each photograph is matched with a chamber music selection.
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FOOD OF FRANCE
French cuisine presented by Anne Willan, founder of the world famous Ecole de Cuisine la Varenne. Recipes and demonstrations.
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THE FRENCH IMPRESSIONISTS
This fascinating interactive tour through 19th Century Paris lets you meet the Impressionist artists and their friends, lovers and critics.
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GARDENING BY CHOICE: FLOWERS & FOLIAGE
Shows you how to grow successfully more than 500 popular plants, including video demonstrations.
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GIFTS TO BEHOLD
American folk art from the 18th-19th centuries is presented with the accompaniment of Aaron Copland's "Appalachian Spring".
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GOLF MY WAY (DV)
Jack Nicklaus shows how to improve your skills and your game in this five disc set.
Price $99.98 Catalog No 310 690 048 2

HARVEST OF THE SUN (VINCENT VAN GOGH)
Explore the art and life of one of the greatest painters of all time, Vincent Van Gogh.
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HOW TO PHOTOGRAPH NATURE
Takes you behind the scenes with professional photographers who offer tips, techniques and anecdotes while you examine 120 images, with Photo CD zoom capability.
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THE JOY OF SEX (DV)
The famous sex guide by Dr Alex Comfort goes interactive in this Digital Video title. 30 minutes of full motion video, plus questionnaires and the Joy of Sex game. Plus free pocket guide with every disc.
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NFL'S 100 GREATEST TOUCHDOWNS
Only the most thrilling, bizarre and spectacular touchdowns in American football have been included on this disc.
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PLAYBOY'S COMPLETE MASSAGE (DV)
Learn an exotic assortment of massage techniques that you can practice with your partner. Full DV demonstrations.
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PRIVATE LESSONS: CLASSICAL GUITAR
Learn to play classical guitar on CDi. Customize your lessons to match your skill level, or visit the guitar museum and see some of the masters' guitars.
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PRIVATE LESSONS: ROCK GUITAR
Learn to play rock guitar on CDi.
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PRIVATE LESSONS: JAZZ GUITAR
Learn to play jazz guitar on CDi.
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RAND MCNALLY'S AMERICA: US ATLAS
This electronic atlas provides state maps with capitals, cities, major highways and mini-tours to points of interest.
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REMBRANDT: HIS ART AND MUSIC OF THE ERA
17th Century art and music with information in seven languages:

English, Spanish, French, German, Italian, Japanese and Dutch. Soundtrack by the Amsterdam Baroque Orchestra.
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Brings to life the art, architecture and history of this period in over 500 quality images.
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An interactive tour through the masterpieces and music of the Italian High Renaissance.
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Choose 25 pre-made rhythm patterns from six kits or create your own. Change the tempo or meter and save your favorites.
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Presented by the Smithsonian Institution. Learn about coin collecting and develop an eye for details in coins.
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Learn about basic sailing skills, navigation and piloting.
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SHARK ALERT
Shark Alert shatters the myths and unleashes the fascinating truths about these magnificent creatures.
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STAMPS: WINDOWS ON THE WORLD
An electronic reference manual with hundreds of stamps and over four hours of narration.
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TENNIS OUR WAY (DV)
Vic Braden, Arthur Ashe and Stan Smith help improve your game in this three-disc set.
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TIME-LIFE ASTROLOGY
Obtain your daily horoscope and personalized solar chart on CDi. Just program in your details and the player will do the rest.
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TIME-LIFE PHOTOGRAPHY
Turn your TV screen into a simulated camera for a course in 35mm photography. 25 step-by-step workshops to help you make the most of your camera.
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The entire story of the Titanic, from its conception in the shipbuilder's office to its discovery on the ocean floor.
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TREASURES OF THE SMITHSONIAN
Based on the collection's world famous Washington Museum. This disc also allows you to visit a dozen other museums from Air and Space to the National Zoo.
Price $49.98 Catalog No 310 690 010 2

WORLD OF IMPRESSIONISM
Using an interactive map of 19th century Paris, explore the art and music of the era.
Price $39.98 Catalog No 310 690 047

SPECIAL INTEREST

LIVE WITHOUT MONTY PYTHON
This disc offers the first sing-along collection of 17 Python songs. Simply watch and listen, sing along karaoke-style or play a role in two sketches.
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MORE NAUGHTY BITS
Favorite TV sketches and classic movie clips are presented in high-quality digital video and sound with sub-titles in three languages.
Price $24.98 Catalog No 310 690 210 2

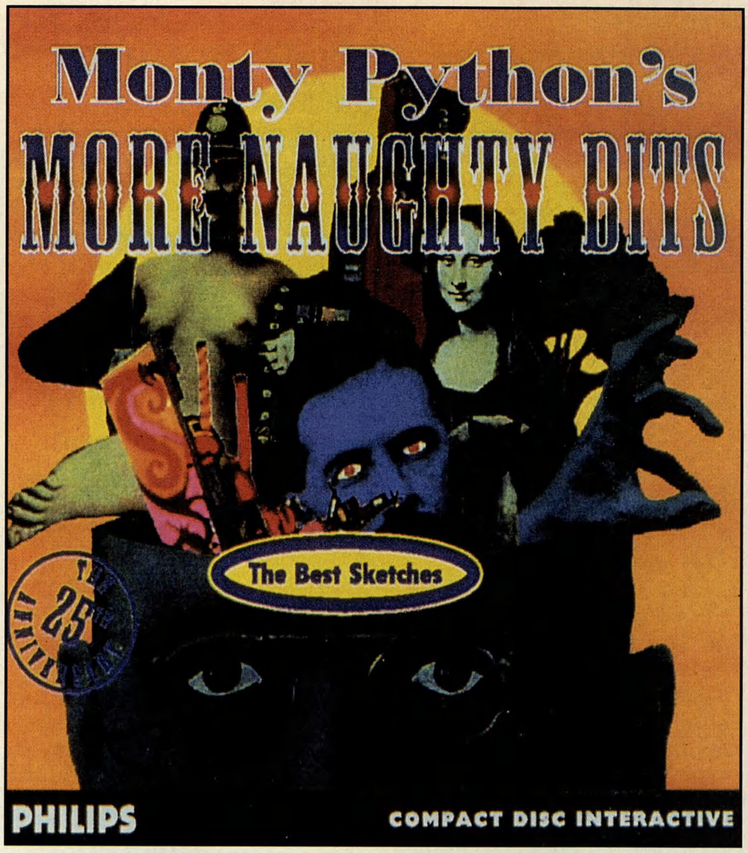
FILMS (DV)

THE ADDAMS FAMILY
Anjelica Huston stars as Morticia, the mother in charge of the ultimate dysfunctional family. Is Uncle Fester really who he claims to be?
Price $24.98 Catalog No 310 690 330 2

ADDAMS FAMILY VALUES
Anjelica Huston plays Morticia, Christina Ricci the child Wednesday and Joan Cusack the nanny in this beautifully observed parody of family life.
Price $24.98 Catalog No 310 690 326 2

APOCALYPSE NOW
Francis Ford Coppola's stunning vision of a man's heart of darkness revealed through the madness of the Vietnam war. Lt. Willard (Martin Sheen) receives orders to seek out a renegade military outpost led by Colonel Kurtz (Marlon Brando).
Price $24.98 Catalog No 310 690 305 2

BEVERLY HILLS COP I
Detective Axel Foley (Eddie Murphy) is a brash, street-smart Detroit detective who follows the trail of a friend's murderer to the posh surroundings of Beverly Hills.
Price $24.98 Catalog No 310 690 313 2



BLACK RAIN
Michael Douglas and Andy Garcia play New York cops whose job — to escort a vicious assassin back to his native Japan — leads the two Americans into Osaka's exotic underworld and straight into the center of a brutal Yakuza gangland battle.
Price $24.98 Catalog No 310 690 315 2

THE BLACK STALLION
Alec Ramsey is traveling home with his father on a ship in the Mediterranean. Alec notices a magnificent black stallion on board, being calmed by his handlers. During a violent storm Alec, fighting for his life, manages to cut the stalliion free. The horse saves Alec's life by dragging him to the shore.
They are the sole survivors stranded on a strange island.
Price $24.98 Catalog No 310 690 413 2

BULL DURHAM
Two of America's favorite pastimes — baseball and sex — team up in this winning comedy. Set in the bedrooms and ballfields of a minor league town, this love triangle includes Kevin Costner, Tim Robbins and Susan Sarandon.
Price $24.98 Catalog No 310 690 501 2

CHITTY CHITTY BANG BANG
Dick Van Dyke plays an inventor who can't quite ever build anything that works, until he creates a wonderful old car. Based on the novel by Ian Fleming.
Price $24.98 Catalog No 310 690 410 2

CLEAR AND PRESENT DANGER
Harrison Ford in the third film based on Tom Clancy's Jack Ryan. A tale of intrigue and revenge in the war between South American drugs barons and the US government.
Price TBA Catalog No 310 690 410 2

CONEHEADS
One look and you know they're from a strange place. They're from New Jersey, by way of "France", by way of far-off, far-out Remulak. They're Coneheads. And their comedy antics are above the crowd. Dan Aykroyd and Jane Curtin star as mega-domed Beldar and Prymaat.
Price $24.98 Catalog No 310 690 320 2

DANCES WITH WOLVES
Directed, co-produced by and starring Kevin Costner, this epic is set in the 1860s American frontier. Lured by a desire to witness this last frontier before it vanishes, Union soldier Lt. John Dunbar (Costner) becomes trapped between two worlds as he is slowly drawn into the fold of a Sioux tribe living in the Dakota territory. Winner of seven Academy Awards.
Price $24.98 Catalog No 310 690 502 2

DR NO

Sean Connery is James Bond 007: the suave, charming and fearless agent sent to Jamaica to investigate the double murder of a British agent and his secretary. Bond is soon on the tail of Dr No, a fanatical scientist plotting to take over the world.
Price $24.98 Catalog No 310 690 404 2

THE FIRM

Tom Cruise as the lawyer who has it all - a fabulous career, mega salary, beautiful wife and lavish home. But then it all starts to go horribly wrong when he finds out more than he should.
Price $24.98 Catalog No 310 690 308 2

A FISH CALLED WANDA

Starring John Cleese and Jamie Lee Curtis. An American girl, Wanda, comes to London to steal some diamonds with Otto. Things go seriously wrong when English barrister (Cleese) and Wanda meet, and Otto starts to get jealous.
Price $24.98 Catalog No 310 690 405 2

FOR YOUR EYES ONLY

A combination of two Ian Fleming short stories involving 007 in a mission to recover a top secret piece of surveillance equipment in the Mediterranean.
Price TBA Catalog No 310 690 419 2

FROM RUSSIA WITH LOVE

Gorgeous Soviet embassy cipher clerk (Daniela Bianchi) ensnares incorruptible British Secret Service agent 007 in a scheme to steal the Russians' decoding machine. Bond must discover if this beautiful woman works for or against him.
Price $24.98 Catalog No 310 690 403 2

GOLDFINGER

007 takes on the man with the Midas touch, billionaire Auric Goldfinger, in this explosive and witty James Bond thriller. The monomaniacal Goldfinger plans to throw the Western world economy into a tailspin by contaminating all the gold in Fort Knox with nuclear radiation. Only Bond can stop him.
Price $24.98 Catalog No 310 690 407

THE HUNT FOR RED OCTOBER

A new, technologically superior Soviet nuclear submarine, The Red October, is heading for the US under the command of Captain Marko Ramius (Sean Connery). The US government thinks Ramius is planning to attack. A lone CIA analyst (Alec Baldwin) thinks Ramius is planning to defect, but he has only a few hours to find him and prove it.
Price $24.98 Catalog No: 310 690 302 2

INDECENT PROPOSAL

Demi Moore and Woody Harrelson play the happy couple who suddenly find their marriage under pressure when, just as they are in danger and in need of extra money, the wealthy and handsome Robert Redford makes the ultimate offer.
Price $24.98 Catalog No310 690 316 2

IRVING BERLIN'S WHITE CHRISTMAS

A treasury of composer Berlin's classics, among them "Count Your Blessings Instead of Sheep", "Blue Skies", and naturally "White Christmas".
Price $24.98 Catalog No 310 690 306 2

LIVE AND LET DIE

Plunging into a dangerous underworld in pursuit of the menacing head of a giant heroin operation, 007 (Roger Moore) must outwit and outcharm an alluring tarot princess (Jane Seymour) in this Bond classic.
Price TBA Catalog No TBA

MARRIED TO THE MOB

Michelle Pfeiffer plays the wife of a Mafia hitman who tries to go straight after the death of her husband. But the local Mafia boss has other ideas.
Price TBA Catalog No 310 690 503 2

MOONSTRUCK

A mischievous moon enlightens and invigorates many lives, but it casts its greatest glow on Loretta (Cher) and Ronny (Nicolas Cage) as it draws them together.
Price $24.98 Catalog No 310 690 401 2

NAKED GUN

Leslie Nielsen, king of the spoof, moves from the small screen of TV's Police Squad and lands a starring role in Naked Gun as the incompetent cop Frank Debin who is out to foil an assassination attempt on the Queen in LA.
Price $24.98 Catalog No310 690 323 2

NAKED GUN 2 1/2

Lt. Frank Drebin (Leslie Nielsen) loves a mystery. Drebin tackles the big issues - and the biggest is how to stop devious Quentin Hapsburg's (Robert Goulet) plan to destroy the environment.
Price $24.98 Catalog No 310 690 312 2

NAKED GUN 33 1/3

Oscar night. Who will win? Who will lose? And will someone please kick that numbskull off stage? Wait! It's Lt. Frank Drebin, crashing the ceremonies to stop a terrorist plot that could mean curtains for him. Back are the Naked Gun filmmakers you love and the stars you adore for another hilarious sequel.
Price $24.98 Catalog No 310 690 336 2

OCTOPUSSY

Two villains, played by Louis Jordan and Steven Berkoff, are involved in smuggling Tsarist treasures in this classic James Bond movie.
Price TBA Catalog No 310 690 416 2

PATRIOT GAMES

His days as an intelligence agent behind him, former CIA analyst Jack Ryan (Harrison Ford) has traveled to London with his wife (Anne Archer) and child. Meeting his family outside Buckingham Palace, Ryan is caught in the middle of a terrorist attack on a member of the Royal family. He must return to action for the most vital task of his life: to save his family.
Price: $24.98 Catalog No 310 690 314 2

PLANES, TRAINS AND AUTOMOBILES

On his way home to spend Thanksgiving with his family, Neal Page (Steve Martin) finds himself sitting beside an uncouth loudmouth called Del Griffith (John Candy) on a flight from New York to Chicago. A snowstorm causes the flight to be diverted, and one disaster leads to another.
Price $24.98 Catalog No 310 690 317 2

POSSE

Heroes, villains, gunslingers, outlaws and rebels in this classic western story about a posse that blazes across the West with vengeance and justice on their minds.
Price $24.98 Catalog No 310 690 254 2

QUIGLEY DOWN UNDER

Tom Selleck plays a gunslinger who travels to Australia to work for an evil landowner (Alan Rickman). Selleck takes an instant dislike to him, resulting in a duel to the death.
Price TBA Catalog No 310 690 418 2

RAGING BULL

For what is still considered the performance of his career, Robert De Niro won the 1980 Best Actor Oscar for his searing portrayal of real-life boxer Jake La Motta in a film that routinely lists among critics' top ten picks of the decade. Martin Scorsese's flawless direction and Michael Chapman's gritty cinematography vividly capture the blood and brutality of the

fight world... and the dark landscape of the human soul.
Price $24.98 Catalog No 310 690 402 2

RAIN MAN
Tom Cruise plays Charlie Babbitt, a young man who discovers at his father's funeral that he has an autistic brother, Raymond (Dustin Hoffman). What begins as an unsentimental journey across America to contest their father's will evolves into an odyssey of love and self-revelation as Raymond forces Charlie to grow beyond the limits of his handicapped heart.
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ROBOCOP
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Sylvester Stallone in the film that made his career. He wrote this feelgood rags-to-riches story about a Philadelphian boxer which became one of the all-time box office hits.
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This animation classic from Don Bluth Productions is the story of timid Mrs Brisby (Elizabeth Hartman), a widowed field mouse who must summon the courage to defy man, beast and nature. With the help of love-sick Jeremy the crow (Dom DeLuise) and the rats of Nimh, she finds the strength to overcome the obstacles that threaten her.
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FBI agent Clarice Starling (Jodie Foster) is sent to interview imprisoned killer Dr Hannibal "The Cannibal" Lecter (Sir Anthony Hopkins). She hopes he might reveal information about another crazed killer who is abducting young women, starving them, and then killing them. The terror builds as the killer grabs another victim and the countdown to death begins.
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SLIVER
Starring Sharon Stone and Alec Baldwin, Carly (Stone) moves to a high rise apartment which was previously inhabited by a woman who looked like her, and committed suicide for no obviously apparent reason. Shortly after moving in her next door neighbor is murdered and she begins to suspect that her own life is in peril.
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Admiral Kirk's defeat of Khan and the creation of Genesis planet are empty victories. Spock is dead and McCoy is being driven insane. A surprise visit from Spock's father provides a revelation: McCoy is harboring Spock's living essence. With one friend alive and one not, but both in pain, Kirk attempts to help his friends by stealing the USS Enterprise, and defying Starfleet's Genesis planet quarantine.
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It's the 23rd century and a mysterious alien power is threatening earth by evaporating the oceans and destroying the atmosphere. In a frantic attempt to save mankind, Kirk and his crew must time travel back to 1986 San Francisco where they find a world of punk, pizza and buses which is as alien as anything they've encountered in the far reaches of the galaxy.
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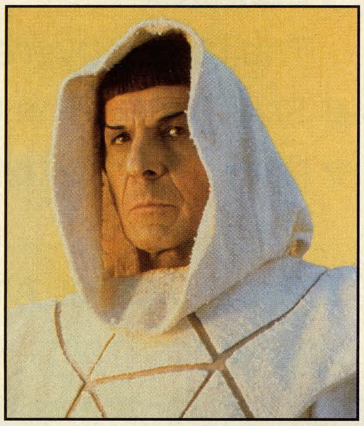

STAR TREK V
It's Stardate 8454.130 and Captain Kirk and Spock's vacation is cut short when a renegade Vulcan hijacks the Enterprise and pilots it on a journey to uncover the universe's innermost secrets. The Star Trek stars are back for one of their most astonishing voyages, with all the fun and excitement fans have come to love.
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STAR TREK VI: THE UNDISCOVERED COUNTRY
The Enterprise leads a battle for peace in the most spectacular Star Trek adventure ever!
At the peace summit, a Klingon ship is attacked and the Enterprise is held accountable. The dogs of war are unleashed again, and both worlds brace for what might be their final, deadly encounter. Starring William Shatner, Leonard Nimoy and DeForest Kelley.
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When unhappy housewife Thelma (Geena Davis) and her wisecracking waitress friend Louise (Susan Sarandon) decide to take a break from their lives, they embark on a trip that leads to a tragic incident at a roadside honky tonk. In an instant, their weekend "getaway" becomes just that as the two friends speed across the American southwest with the police an ever-present step behind.
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TOP GUN
Top Gun takes a look at the danger and excitement that awaits every pilot at the Navy's prestigious fighter weapons' school. Tom Cruise is superb as Maverick Mitchell.
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A VIEW TO A KILL
Roger Moore in his last outing as Bond, with Grace Jones as the villain and more than enough stunts, gadgets and spectacle to keep you entertained.
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WAYNE'S WORLD
Based on characters created for America's hugely popular Saturday Night Live, the film is about a (very) small (very) local TV channel run from a basement by two metalhead no-hopers Wayne and Garth.
Everything is going just fine until one day along comes a network TV producer with offers of fame and lots of money. Romantic interest is provided by Tia Carrere.
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WAYNE'S WORLD 2
More fun and frolicks from the deebish duo, Wayne and Garth.
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When a pretty young Mutant named Jubilee is attacked by a huge search-and-destroy robots known as Sentinels, Rogue, Storm and Gambit unleash all their X-MEN super powers to rescue her. With Professor Xavier's help, they discover the Sentinel assault is part of a sinister program designed to exterminate all Mutants.
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YOU ONLY LIVE TWICE
Agent 007 is back in the fifth film in the James Bond series.
An American space mission is interrupted when one of their capsules is literally swallowed up by what they suspect is a Russian spaceship.
The Americans threaten to retaliate but the British think otherwise. Everything depends on Bond as he goes undercover in Japan. With help from his Ninja colleagues, world peace is once again restored and SPECTRE's plans are thwarted.
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Four Weddings and A Funeral
Mississippi Burning
Star Trek I: The Motion Picture

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9. Voyeur
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2. Silence of the Lambs
3. RoboCop
4. The Firm
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